A Planeshifted Guide to the

Streets of New Capenna

HOMEBREW

Explore Magic: The Gathering's 1920s setting of New Capenna in this rules expansion and campaign setting guide for Dungeons & Dragons 5th Edition

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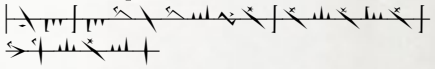
  - 
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Welcome to
New Capenna

Here in New Capenna, Family means business.

The metropolis of New Capenna is the one known remaining city on the plane of Capenna. It is a city of steel and chrome that rises from a plateau of vast emptiness and long-abandoned townships, a testament to the might of its long-forgotten founders. The city is surrounded by a skirt of wires and a shield of diffuse Halo, the very essence of the angels. This barrier that the builders had left behind remains, a last bastion of hope against a great, now forgotten evil. Outside the city, the plane is desolate and devoid of life.

A nominal, all-but-vestigial city government ensures the lights stay on, the water is clean, and the streets are kept in good repair. Law as other planes know it — a crown or government and a police force, with hard rules and penalties for those who break them — does not exist in New Capenna. Instead, there is an agreement, a code agreed to by the five ruling crime families: the Obscura, the Maestros, the Riveteers, the Cabaretti, and the Brokers. As long as no one family attempts to take too much for themselves, neither will the other families, and there is peace in New Capenna.

The city is reliant on Halo, with myriad uses including as a healing elixir, for teleportation, and to enhance spells. Its importance to the city's society has caused it to be used almost as currency, and shortages are a cause of citywide tensions.

About this Book

This book is a detailed guide to playing *Dungeons & Dragons* in Magic: the Gathering's plane of New Capenna. Chapters 4 and 5 provide detailed information on the setting, and you can read even more information in A Planeswalker's Guide to the Streets of New Capenna.

Chapter 1 provides a guide to creating a character in New Capenna, introducing 13 new races, 14 new backgrounds, and guidelines on playing different classes in New Capenna.

Chapter 2 provides a collection of 17 new spells that flavorfully integrate into the setting.

Chapter 3 provides a collection of new magic items and rules for using vehicles.

Chapter 4 provides information on the locations in the city of New Capenna, as well as the services and amenities found there.

Chapter 5 provides information on the five crime families that rule the streets of New Capenna.

Chapter 6 concludes with a collection of stat blocks for various monsters and NPCs that can be found in New Capenna.

CHARACTER OPTIONS

Races

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At 1st level, you choose your character's race. This section presents the playable races for this setting, and provides information to help you understand your character's place in the world.

When you create a character for the New Capenna setting, follow these additional rules during character creation.

Ability Score Increases

When determining your ability scores, you increase one of those scores by 2 and increase a different score by 1, or you increase three different scores by 1. You follow this rule regardless of the method you use to determine the scores, such as rolling or point buy.

Your class's "Quick Build" section offers suggestions on which scores to increase. You're free to follow those suggestions or to ignore them. Whichever scores you decide to increase, none of the scores can be raised above 20.

Languages

Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character. The languages in New Capenna that a character might speak are listed below.

Capennan Languages

Language	Typical Speakers
Aven	Aven
Celestial	Angels
Cephalid	Cephalid
Common	Anyone
Diabolic	Demons, Devils
Draconic	Viashino
Druidic	Cabaretti, Elves, Druids
Leonin	Leonin, Sphinxes
Phyrexian	—
Raccoon	Raccoonfolk
Rhox	Rhox

Creature Type

Every creature in D&D, including every player character, has a special tag in the rules that identifies the type of creature they are. Most player characters are of the Humanoid type. A race in this section tells you what your creature type is.

Creature types don't have rules themselves, but some rules in the game affect creatures of certain types in different ways. For example, the *cure wounds* spell doesn't work on a Construct or an Undead.

Age

The typical life span of a player character in the D&D multiverse is about a century, assuming the character doesn't meet a violent end on an adventure. On Capenna, Angels, Demons, Devils, and Vampires do not age, and have no known upper limit to their lifespans.

Height and Weight

Player characters, regardless of race, typically fall into the same ranges of height and weight that humans have in our world. If you'd like to determine your character's height or weight randomly, consult the Random Height and Weight table in the *Player's Handbook*, and choose the row in the table that best represents the build you imagine for your character.

Families & Renown

New Capenna is run by the five crime families, whom your character is sure to interact with during the campaign.

If your campaign uses the optional Renown rules found in the *Dungeon Master's Guide* to track your character's standing within the families, the Renown Benefits table below shows the benefits your character receives for reaching certain renown thresholds within each family. Chapter 5 provides information on the five crime families and provides examples of their goals and how a character might gain renown within each family.

Your character has 0 renown within each family. A character with at least 5 renown within a family can be considered a member of that family.

Renown Benefits

Renown Threshold	Benefits
1	Moving unimpeded through family territory
5	Gaining an audience with the family's boss
10	Gaining access to the family's headquarters
10	(Brokers) Making or voiding a Brokers contract
10	(Cabaretti) Gaining an invitation to a private Cabaretti venue or event
10	(Maestros) Creating or voiding an assassination contract
10	(Obscura) Learning the secrets of a major prophecy
10	(Riveteers) Ordering the construction or destruction of a building
15	Convincing the family to heed your advice

Art by Eric Deschamps
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Angel

Angels are winged humanoids manifestations of divine magic whose appears reflects aspects of the city itself. During the Kingdom Era, they and the demons cooperated to stave off a phyrexian incursion, creating the city of New Capenna. It was said that the angels sacrificed themselves in the creation of the city, though some believe the demons had some sort of hand in the matter. They entered a kind of stasis, sealed away in angelic statues throughout the city.

It was later discovered that Halo, the miraculous substance that drives New Capenna's technology and economy, came from the angels. Giada, the last angel, ascended during the Adversary War, and the other angels started awaken, jumpstarting the flow of Halo once more.

Angels and Halo

Halo, a substance derived from the angels, is an important part of the technology and economy of New Capenna; the families constantly vying for it to obtain more power. Work with your DM to establish the role your angel character plays in this power struggle. Perhaps you are a cooperative producer of Halo for one of the Families, or perhaps you are on the run or in hiding, keeping your ability to produce Halo a secret.

Racial Traits

As an angel, you have the following traits.

Creature Type. You are a Celestial.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Create Halo. As a bonus action, you can touch a vial containing at least 1 ounce of water and magically transform it into a potion of halo. A *potion of halo* you make with this feature lasts until it is drunk or until the end of your next long rest.

You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Flight. Because of your wings, you have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor.

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Aven

The aven are a race of anthropomorphic birdfolk, possessing feathers, beaks, and wings. The aven are quite diverse, with a wide range of feather colorations and beak shapes, often bearing a striking resemblance to various breeds of birds. Many aven are corvid in appearance, but other breeds include Eagle, Doves, Falcons, Hawks, Hummingbirds, Owls, and Pidgeons.

Racial Traits

As an aven, you have the following traits.

Creature Type. You are a Humanoid.

Size. You are Small or Medium (choose when you select this race).

Speed. Your walking speed is 30 feet.

Beak. You have a sharp beak that you can use to make unarmed strikes. When you hit with it, the strike deals 1d6 + your Strength modifier piercing damage, instead of the bludgeoning damage normal for an unarmed strike.

Flight. Because of your wings, you have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor.

Powerful Wings. When you take the Attack action on your turn, you can replace one of your attacks with a gust of wind from your wings in a 30-foot line that is 5 feet wide. Each creature in that area must succeed on a Strength saving throw (DC = 8 + your Dexterity modifier + your proficiency bonus) or be pushed 15 feet away from you in a direction following the line. The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area.

You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Cephalid

Cephalids are humanoids with octopus-like features, native to the long lost seas and lakes of Old Capenna. They possess tentacles that act as facial and head hair, and retain many cephalopod traits, including color-changing markings controlled by their emotions, three hearts, and a boneless anatomy that allows them to "pour" themselves into tight spaces. Their natural talent for stealth and subterfuge make them favored by the Obscura family, who are always looking for spies.

Racial Traits

As a cephalid, you have the following traits.

Creature Type. You are a Humanoid.

Size. You are Medium.

Speed. Your walking speed is 30 feet, and you have a swimming speed equal to your walking speed.

Amphibious. You can breathe air and water.

Boneless. You can squeeze through a space as narrow as 1 inch wide, provided you aren't wearing armor and are carrying nothing. You have advantage on ability checks you make to initiate or escape a grapple.

Cephalid Resilience. You have resistance to acid and cold damage.

Chameleon Skin. As an action, you can change the color of your skin to match the color and texture of your surroundings, giving you advantage on Dexterity (Stealth) checks made to hide in those surroundings.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Three Hearts. You have advantage on death saving throws.

Art by Will Gist
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Devil

The devils of New Capenna the subordinates of demons. They are small humanoids with red skin, horns, and glowing red eyes. They are creatures of chaos and tend to be more impulsive than their fiendish counterparts. The demons of Capenna strike bargains with the powerful bosses of the families, while the devils are just happy to make a quick buck as enforcers, bouncers, and spies.

Racial Traits

As a devil, you have the following traits.

Creature Type. You are a Fiend.

Size. You are Small.

Speed. Your walking speed is 30 feet.

Craftiness. You have proficiency in one of the following skills of your choice: Arcana, Investigation, Medicine, Sleight of Hand, or Survival.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Devilish Resistance. You have resistance to fire damage.

Devil's Magic. You know the *produce flame* cantrip. Starting at 3rd level, you can cast the *hellish rebuke* spell with this trait. Starting at 5th level, you can cast the *heat metal* spell with it. Once you cast *hellish rebuke* or *heat metal* with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast these spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

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Elf

Elves have a similar appearance to humans, but can be distinguished from them by their pointed ears, and a pair of small horns jutting from their foreheads. It is unknown if they share any ancestry with humans or ogres; that knowledge has been lost to time. It is known, however, that the elves numbered among the ancient druids of the Kingdom Era, and as such can be found mostly among members of the Cabaretti family.

Racial Traits

As an elf from New Capenna, the following traits replace your racial traits in the *Player's Handbook*.

Creature Type. You are a Humanoid.

Size. You are Medium.

Speed. Your walking speed is 35 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Fey Ancestry. You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

Keen Senses. You have proficiency in the Perception skill.

Primal Magic. You know the *druidcraft* cantrip. Starting at 3rd level, you can cast the *longstrider* spell with this trait. Starting at 5th level, you can cast the *pass without trace* spell with it. Once you cast *longstrider* or *pass without trace* with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast these spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Art by Caroline Gariba
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Human

Humans in New Capenna can be found throughout the five families, as well as in droves among the populous of the average citizen. While they don't boast any innate magical abilities, they tend to be resourceful and highly adaptable, as humans are on many other planes.

Racial Traits

As a human from New Capenna, the following traits replace your racial traits in the *Player's Handbook*.

Creature Type. You are a Humanoid.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Human Determination. When you make an attack roll, an ability check, or a saving throw, you can do so with advantage. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Skills. Humans have a wide range of natural talents. You have proficiency in one skill of your choice and with one tool of your choice.

Variant Traits

If your campaign uses the optional feat rules found in the *Player's Handbook*, your Dungeon Master might allow these variant traits, which replace your Human Determination and Skills trait.

Resourceful. Whenever you finish a long rest, you are given inspiration, using the rules for inspiration provided in the *Player's Handbook*.

Feat. You gain one of the following feats found in the *Player's Handbook*: Alert, Healer, Lucky, Magic Initiate, Savage Attacker, Skilled, or Tough.

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Leonin

The leonin in New Capenna are anthropomorphic felines, and closely resemble house cats and caracal. They possess a natural speed and grace, and have a penchant for surviving against impossible odds. They are primarily found among the Cabaretti and Brokers crime families.

Racial Traits

As a leonin, you have the following traits.

Creature Type. You are a Humanoid.

Size. You are Medium.

Speed. Your walking speed is 30 feet, and you have a climbing speed equal to your walking speed.

Agility. You can take the Dash action as a bonus action. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Cat's Grace. You don't take fall damage from falling 20 feet or less as long as you aren't incapacitated.

Claws. You can use your claws to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Feline Talent. You have proficiency in one of the following skills of your choice: Acrobatics, Perception, Stealth, or Survival.

Nine Lives. When you drop to 0 hit points as a result of taking damage, you can instead drop to 1 hit point and immediately spend a number of hit die up to your maximum, regaining hit points equal to one roll of each spent die. You can use this trait eight times.

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Ogre

Ogres are towering humanoids with imposing physiques. They characteristically have long lower canines, strong underbites, and pointed ears. It is unknown if they share any ancestry with the elves or other humanoid races.

An ogre's natural talents lend them to be commonly found as enforcers, bodyguards, hired muscle, and pugilists. They are also sought after by the Riveteers for their natural strength.

Racial Traits

As an ogre, you have the following traits.

Creature Type. You are a Humanoid.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Giant Sized. You can move through the space of any creature that is of a size smaller than yours.

Heavy Handed. Your unarmed strikes deal 1d6 + your Strength modifier bludgeoning damage, instead of the bludgeoning damage normal for an unarmed strike.

Long-Limbed. When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.

Natural Athlete. You have proficiency in the Athletics skill.

Ogroid Build. You count as one size larger when determining your carrying weight and the weight you can push, drag, or lift.

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Raccoonfolk

The raccoonfolk are, as the name implies, anthropomorphic raccoons native to Capenna. They are unique as being the most common race to still eek out a living on the blasted surface of Old Capenna. Their talents allow them to hide and forage for supplies better than others, so raccoonfolk families will often show up outside an elevator that leads to the city, looking for shelter.

While they have a negative reputation as bandits and thugs, many raccoonfolk make an "honest" living working for the crime families, using their small size and natural skills to their advantage.

Racial Traits

As a raccoonfolk, you have the following traits.

Creature Type. You are a Humanoid.

Size. You are Small.

Speed. Your walking speed is 30 feet, and you have a climbing speed equal to your walking speed.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were in dim light. You discern colors in that darkness only as shades of gray.

Nimble Escape. You can take the Disengage or Hide action as a bonus action on each of your turns.

Raccoon Nimbleness. You can move through the space of any creature that is of a size larger than yours without expending extra movement.

Raccoon Talents. You have proficiency in the Perception and Stealth skills.

Natural Scavenger. You have advantage on Intelligence (Investigation), Wisdom (Perception), and Wisdom (Survival) checks you make to forage, scavenge, or find hidden items.

Rhox

Rhox are anthropomorphic rhinoceros folk, once living proudly in Capenna's open plains during the Kingdom Era. They are humanoid in form, but possess thick, leathery skin and a sharp facial horn. They possess a natural strength that lends itself to physical labor and security work.

Rhox are quite common in Capenna, and can be commonly found among Riveteers wrecking crews, Brokers enforcers, and in Cabaretti kitchens.

Racial Traits

As a rhox you have the following traits.

Creature Type. You are a Humanoid.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Charge. If you move at least 30 feet straight toward a target and then hit it with a melee weapon attack on the same turn, you can immediately follow that attack with a bonus action, making one attack against the target with your Horn.

Horn. You have a horn that you can use to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier piercing damage, instead of the bludgeoning damage normal for an unarmed strike.

Natural Armor. You have thick, leathery skin. While you aren't wearing armor, your base Armor Class is 13 + your Dexterity modifier.

Natural Athlete. You have proficiency in the Athletics skill.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

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Shapeshifter

Shapeshifters are incredibly rare in New Capenna, and there is little known about them. In their natural form, they appear as glowing humanoids of raw magical energy with no real defining features, and they possess the ability to change their form to match other races, including features they don't appear to possess such as skin and hair.

Because of their abilities, they are both highly feared and highly sought after by the crime families in New Capenna.

Racial Traits

As a shapeshifter, you have the following traits.

Creature Type. You are a Fey.

Size. You are Medium or Small. You choose the size when you gain this lineage.

Speed. Your walking speed is 30 feet.

Changeling Instincts. You gain proficiency with two of the following skills of your choice: Deception, Insight, Intimidation, Performance, or Persuasion.

Illumination. While in your true form, you emit bright light in a 5-foot radius and dim light for an additional 5 feet.

Shapechanger. As an action, you change your appearance and your voice. You determine the specifics of the changes, including your coloration, hair length, and sex. You can also adjust your height between Medium and Small. You can make yourself appear as a member of another race, though none of your game statistics change. You can't duplicate the appearance of an individual you've never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. Your clothing and equipment aren't changed by this trait.

You stay in the new form until you use an action to revert to your true form or until you die.

Vampire

Vampires are undead creatures sired by the Maestros family, birthed from a demonic deal during the Kingdom Era. They are effectively immortal, and have a reputation for indulgence and hedonism. Vampires in New Capenna aren't harmed by sunlight and other common weaknesses, but they don't cast reflections, and can be recognized by their lifeless eyes.

The vampires in the metropolis of New Capenna are often part of the Maestros crime family. The orignal boss of the Maestros, Xander, was the plane's first vampire. While becoming a vampire is not a requirement of joining the Maestros, many human members do receive the gift of vampirism.

Racial Traits

As a vampire, you have the following traits.

Creature Type. You are an Undead.

Size. You are Medium or Small. You choose the size when you select this race.

Speed. Your walking speed is 30 feet, and you have a climbing speed equal to your walking speed.

Bite. You have elongated fangs that you can use to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier piercing damage, instead of the bludgeoning damage normal for an unarmed strike.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness as shades of gray.

Deathless Nature. You don't need to eat, drink, or breathe. You are immune to the effects of aging and cannot be aged magically. You don't cast reflections and don't appear in mirrors.

Limited Flight. Starting at 5th level, you can use a bonus action to fly up to a number of feet equal to your walking speed. If you are in the air at the end of this movement, you fall if nothing is holding you aloft.

Vampiric Drain. As an action, you can make a special attack with your Bite against a creature that isn't a Construct or Undead. If the attack hits, it deals its normal damage, and you gain temporary hit points equal to your proficiency bonus. The target must also succeed on a Constitution saving throw against a DC equal to 8 + your Constitution modifier + your proficiency bonus, or be cursed with vampirism.

You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Art by Duong ct
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Viashino

The viashino are anthropomorphic reptile folk, descended from Capennan dragons. They possess scales, sharp claws and fangs, and many retain the draconic abilities of breathing fire and seeing through illusions.

The dragons of Capenna are all extinct save one: **Ziatora**, the demon dragon crime boss of the Riveteers. Viashino are almost exclusively found among the Riveteers, though it is uncertain whether they do this out of fealty to Ziatora, or if she exerts some kind of magical influence over them.

Racial Traits

As a viashino, you have the following traits.

Creature Type. You are a Humanoid. You are also considered a dragonborn for any prerequisite or effect that requires you to be a dragonborn.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Breath Weapon. When you take the Attack action on your turn, you can replace one of your attacks with an exhalation of dragonfire in a 15-foot cone. Each creature in that area must make a Dexterity saving throw (DC = 8 + your Constitution modifier + your proficiency bonus). On a failed save, the creature takes 1d10 fire damage. On a successful save, it takes half as much damage. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

You can use your Breath Weapon a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Claws and Fangs. You have sharp claws and a fanged maw that you can use to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness as shades of gray.

Dragon Sight. Starting at 5th level, you can use a bonus action to gain truesight with a range of 30 feet for 1 minute. Once you use this trait, you can't do so again until you finish a long rest.

Classes

Characters of any class can be found in New Capenna, though some classes are rarer than others. The following section provides guidelines on playing certain classes in New Capenna.

Artificers* would be very common on New Capenna. Artillerists, Armorers, and Battle Smiths might be working as tinkerers, smiths, and construction workers in the city, usually for the Riveteers. Alchemists might be working as speakeasy bartenders, or as poisoners for the crime families.

Barbarians might be bouncers and enforcers for the crime families and their businesses. They might also be found among construction workers because of their strength and toughness, and would be valued by the Riveteers.

Bards would be found among the ranks of celebrities and socialites, using their magic and charms to influence the populace. The Cabaretti will often vie after celebrities of proficient talent.

Clerics would be rare in New Capenna, as religion plays a very minor role in life in the city. Clerics might represent individuals who revere and draw magic from angels, demons, or the bosses of the crime families.

Druids are surprisingly common in New Capenna. The druidic tradition is carried on by elves and the Cabaretti family. Druids might frequent the gardens in Park Heights. Druids of the Circle of Wildfire* might make good cleaners via arson, while druids of the Circle of Spores* might be found in ill-traveled alleyways.

Fighters are common in New Capenna, found among all the crime families as enforcers, bruisers, and muscle.

Monks are somewhat rare in New Capenna, but those with a direct approach like the Way of the Open Hand might find work as celebrity pugilists. Sneakier monks, like the Way of Shadow, might be snoops or pickpockets for the crime families.

Paladins once protected Old Capenna, and they became what's now known as the Brokers family. Their tradition can still be seen in the Broker's protective shield spells. Paladins in New Capenna might be trained by the Brokers, or might be common folk who swear an oath to change their lot in life and the city.

Rangers are rare in New Capenna, likely being trained by druids from the Cabaretti family. Like the druids, they might favor the gardens in Park Heights.

Rogues are common in New Capenna, being frequently employed by the crime families as thieves, assassins, snoops, and spies.

Sorcerers are spellcasters with an innate magical ability. A sorcerer's bloodline might indicate a connection to the angels or demons of New Capenna. A Clockwork Soul* sorcerer might instead draw magic from the clockwork of the city itself. As all but one dragon in New Capenna are extinct, a Draconic Bloodline sorcerer would have some connection to Ziatora, the demon-dragon crime boss of the Riveteers.

Warlocks learn from or draw their power from the powerful beings in New Capenna, such as angels, demons, and the crime family bosses.

Wizards study magic and the arcane, and are common in New Capenna, especially among the Obscura family. While there is nowhere to formally study the arcane outside of the Obscura, magic suffuses the city, and there is no shortage of those willing to use it.

* This class option appears in *Tasha's Cauldron of Everything*

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Backgrounds

This section presents fourteen sample backgrounds you can choose from to reflect a character from the city of New Capenna. The backgrounds in this chapter provide features, proficiencies, languages, and equipment, and use the optional Feat rules provided in the *Player's Handbook*.

If you would like to customize a background in this section, you can replace one feature with any other, choose two skill proficiencies, and choose a total of two tool proficiencies and languages. At your DM's discretion, you can replace a background feature presented in this section with a feature from a background that appears in the *Player's Handbook*.

Artisan

You apprenticed under a master craftsman before setting out as an artisan of your own. You have learned to create basic crafts, and have also learned the skillful art of haggling.

Skill Proficiencies: Investigation, Persuasion
Tool Proficiencies: One type of artisan's tools
Languages: One of your choice
Equipment: A set of artisan's tools of your choice, an abacus, a merchant's scale, a deed for a city storefront, a set of common clothes, and a purse containing 15 gp

Feature: Crafter

Whenever you buy a nonmagical item, you receive a 20 percent discount on it. Additionally, when you craft an item using a tool with which you have proficiency, the required crafting time is reduced by 20 percent.

Deed for a Storefront

Your DM may allow you to use the deed granted by your background to run a business. The rules for running a business as a Downtime Activity appear in the *Dungeon Master's Guide*.

Art by lie setiawan
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Caterer

Everyone needs to eat. You have studied gastronomic arts under the city's finest chefs in the busiest and most exclusive kitchens for the highest paying customers.

Skill Proficiencies: Nature, Survival
Tool Proficiencies: Brewer's supplies, cook's utensils
Equipment: Brewer's supplies, cook's utensils, a mess kit, a chef's knife (dagger), an iron pot, a set of common clothes, and a belt pouch containing 5 gp

Feature: Chef

You gain the following benefits:

- As part of a short rest, you can cook special food, provided you have ingredients and cook's utensils on hand. You can prepare enough of this food for a number of creatures equal to 4 + your proficiency bonus. At the end of the short rest, any creature who eats the food and spends one or more Hit Dice to regain hit points regains an extra 1d8 hit points.
- As you finish a long rest, you can use your cook's utensils to cook a number of treats equal to your proficiency bonus. These special treats last 8 hours after being made. A creature can use a bonus action to eat one of those treats to gain temporary hit points equal to your proficiency bonus.
- You have advantage on saving throws you make to avoid or end the poisoned condition on yourself.

Doctor

You have studied medicine and the biologies of the various races in the city. You have found work as a doctor in one of New Capenna's hospitals, or as an underground patcher for the families.

Skill Proficiencies: Medicine, Survival
Tool Proficiencies: Alchemist's supplies, herbalism kit
Equipment: A healer's kit, an herbalism kit, a vial of antitoxin, soap, a magnifying glass, an hourglass, a bedroll, a set of traveler's clothes, and a belt pouch containing 15 gp

Feature: Healer

You gain the Healer feat, which appears in the *Player's Handbook*.

In addition, whenever you roll a die to determine the number of hit points restored by a spell or by the Healer feat, you can reroll the die if it rolls a 1, and you must use the new roll.

Driver

Getting around the streets of New Capenna is a necessary risk. You've found a name for yourself as a cab driver or family chauffeur, and have earned your own set of wheels.

Skill Proficiencies: Acrobatics, Perception
Tool Proficiencies: Vehicles (land)
Languages: One of your choice
Equipment: One type of vehicle from new capenna, a lucky charm (choose one or roll on the Trinket's table), a set of traveler's clothes, and a belt pouch containing 10gp.

Feature: Automobile Expert

Whenever you make a Dexterity check to pilot or maintain control of a vehicle with which you are proficient you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Variant Feature: Mechanic

If your character has the driver background, you may select this background feature instead of Automobile Expert.

Provided you have tinker's tools, you can perform repairs on a land vehicle. When you use this ability, you restore a number of hit points to a land vehicle equal to 5 × your proficiency modifier. A vehicle cannot be repaired by you in this way again until after it has been fully repaired.

Family Initiate

Each of the five crime families of New Capenna are constantly looking for new recruits. Whether you willingly joined up or were forced into doing so, you find yourself starting at the bottom of one of the families' crime ladders.

Skill Proficiencies: Investigation, Persuasion
Tool Proficiencies: Two from the Family Tools table
Equipment: A family signet ring, a set of common clothes, two tools from the Family Tools table, and a purse containing 15gp

Family Tools

Crime Family	Tools
Brokers	Calligrapher's supplies, forgery kit
Cabaretti	One type of gaming set, one type of musical instrument
Maestros	Painter's supplies, potter's supplies
Obscura	One type of gaming set, weaver's tools
Riveteers	Carpenter's tools, smith's tools

Feature: Family Connections

As an initiate of your family, you can always get food and lodging for yourself and your friends at a family business, and you know how to get messages to and from other members of the family. The degree to which such acquaintances are willing to help you depends on your current standing with the family.

If your campaign uses the optional Renown rules found in the *Dungeon Master's Guide*, you begin the campaign with 2 renown within one of the five crime families.

Informant

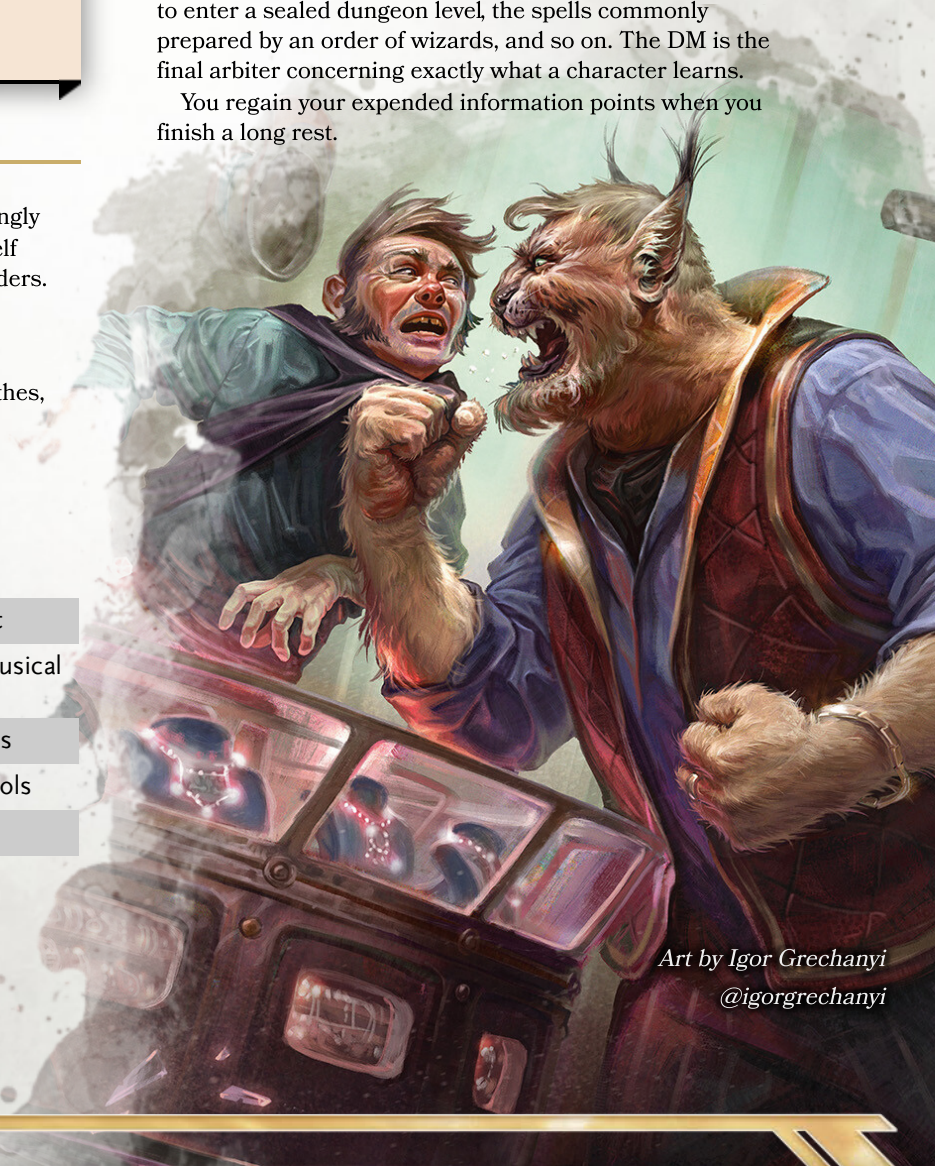
The families are always paying for information. You've earned a reputation as a snoop and snitch, able to sus out secrets from the shadows and sell them to highest bidder.

Skill Proficiencies: Investigation, Perception
Languages: Two of your choice
Equipment: A bottle of black ink, an ink pen, an empty book, a an unopened letter, a set of common clothes, and a belt pouch containing 10 gp

Feature: Information

You have 3 information points, which represent information you have overheard during your travels. As an action, you can expend an information to learn one true statement about a specific person, place, object, or event. Examples include knowledge of a creature's resistances, the password needed to enter a sealed dungeon level, the spells commonly prepared by an order of wizards, and so on. The DM is the final arbiter concerning exactly what a character learns.

You regain your expended information points when you finish a long rest.



Art by Igor Grechanyi
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Muscle

You have undergone combat training, and in the past have found work as a club bouncer, an enforcer or leg-breaker for the families, or as a celebrity pugilist in underground fight rings.

Skill Proficiencies: Athletics, Intimidation
Tool Proficiencies: Forgery kit, One type of gaming set
Equipment: A gaming set of your choice, a uniform from your previous employment (costume clothes), a signal whistle, a set of manacles, and a purse containing 10 gp

Feature: Brawler

You gain the following benefits:

- Your unarmed strikes deal 1d6 + your Strength modifier bludgeoning damage, instead of the bludgeoning damage normal for an unarmed strike.
- Whenever you roll a damage die for an unarmed strike or improvised weapon attack, you can reroll the die if it rolls a 1, and you must use the new roll.
- When you hit a creature with an unarmed strike as part of the Attack action on your turn, you can deal damage to the target and also push it 5 feet away from you. You can use this benefit only once per turn.
- You are proficient with improvised weapons.

Variant Feature: Savage Attacker

If your character has the muscle background, you may select this background feature instead of Brawler.

You gain the Savage Attacker feat, which appears in the *Player's Handbook*.

Musician

The stage is a favorite pasttime in New Capenna, and you have found yourself earning a living performing on various stages or street corners, bring art to the masses.

Skill Proficiencies: Performance, Persuasion
Tool Proficiencies: Disguise kit, one type of musical instrument
Equipment: A musical instrument of your choice, a vial of perfume, a steel mirror, a set of costume clothes, and a belt pouch containing 10 gp

Feature: Inspiring Performance

As you finish a short or long rest, you can play a song using a musical instrument with which you have proficiency. A number of allies equal to your proficiency bonus that can hear the song are given inspiration, using the rules for inspiration provided in the *Player's Handbook*.

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Outlander

Unlike most, you grew up outside the city walls, on the blasted surface of Capenna. Up until now, you've been forced into a harsh life of survival of the fittest without the comforts and amenities of the city.

Skill Proficiencies: Nature, Survival
Tool Proficiencies: Navigator's tools, cartographer's tools
Equipment: Navigator's tools, cartographer's tools, a hunting trap, a set of traveler's clothes, and a belt pouch containing 10gp

Feature: Wanderer

You gain the Mobile feat, which appears in the *Player's Handbook*.

Requisitioner

While some families use their own thieves, the high rollers of New Capenna are always looking for skilled requisitioners to procure gold from bank vaults or highly prized art pieces.

Skill Proficiencies: Sleight of Hand, Stealth
Tool Proficiencies: Disguise kit, thieves' tools
Equipment: Disguise kit, thieves' tools, a set of common clothes, and a belt pouch containing 10 gp

Feature: Nimble Thief

You gain the following benefits:

- If you are hidden, you can move up to a number of feet equal to half your walking speed and remain hidden if you end this movement in a position that is obscured, behind cover, or where you are otherwise not clearly visible.
- Whenever you succeed on a Dexterity (Sleight of Hand) check to steal an object worn or carried by a creature as part of the Use an Object action on your turn, you can conceal that object on your person as part of the same action. Your successful Dexterity (Sleight of Hand) check determines the DC for a creature's ability check to discover the object on your person.

Socialite

You're most familiar with the high-roller scene in New Capenna, and find yourself mingling with the upper echelon of crime bosses and wealthy patrons in the more lavish and luxurious locations of the city.

Skill Proficiencies: Insight, Persuasion
Tool Proficiencies: One type of gaming set
Languages: One of your choice
Equipment: A vial of perfume, a steel mirror, a signet ring, sealing wax, a set of fine clothes, and a purse containing 25 gp

Feature: Charismatic Influence

After 1 minute of talking with a creature that can hear and understand you, you can attempt to charm or frighten it. You make a Charisma (Deception), Charisma (Intimidation), or Charisma (Persuasion) check contested by the creature's Wisdom (Insight) check.

If you succeed on a Charisma (Deception) or Charisma (Persuasion) check, the creature is charmed by you for 1 minute. This effect ends immediately if you or your companions do anything harmful to it.

If you succeed on a Charisma (Intimidation) check, the creature is frightened of you for 1 minute.

Swindler

Everyone needs to make a living somehow. You earn your coin as a conman, running various schemes and games to take advantage of the unwary citizen's coinpurse.

Skill Proficiencies: Deception, Sleight of Hand
Tool Proficiencies: Forgery kit, one type of gaming set
Equipment: A disguise kit, a gaming set of your choice, a lucky charm (choose one or roll on the Trinkets table), a set of costume clothes, and a belt pouch containing 15gp

Feature: False Identity

You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona.

Additionally, when you copy writing or craftwork produced by yourself or someone else, you have advantage on any ability checks you make to produce an exact duplicate.

Urchin

You've never had much coin, and instead spend your time in the back alleys and understreets of the city with more nefarious characters.

Skill Proficiencies: Insight, Stealth
Tool Proficiencies: One type of gaming set, thieves' tools
Equipment: A gaming set (one of your choice), thieves' tools, a bedroll, a dagger, a set of common clothes, and a pet (**cat**, **rat**, or dog).

Feature: Lucky

You gain the Lucky feat, which appears in the *Player's Handbook*.

Pets

A pet regards you as a friendly acquaintance but acts independently of you. You gain no special influence over it and it behaves as is typical for a member of its race. It will not fight for you, and will leave if it is abused or frequently endangered.

Wrecking Crew

You know this city best. As a member of a wrecking crew, you're heavily involved in the construction of various city architecture, and the eventual destruction thereof.

Skill Proficiencies: Athletics, Acrobatics
Tool Proficiencies: Tinker's tools and one of your choice from among carpenter's tools, mason's tools, or smith's tools.
Equipment: Tinker's tools, one set of artisan's tools of your choice, block and tackle, a climber's kit, a grappling hook, a sledgehammer,

Feature: Construction & Demolition

You gain the following benefits:

- You deal double damage to nonmagical objects and structures with your weapon attacks.
- As an action, you can use your tinker's tools to restore a number of hit points to a damaged nonmagical object or structure equal to your proficiency bonus. Once you use this benefit, you can't do so again until you finish a long rest.
- When you make an Intelligence (History) check related to a structure, you are considered proficient in the History or Insight skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

SPELLCASTING

The spells presented in this chapter are available to spellcasters in New Capenna. The spells also appear on the class spell lists indicated in the Spells table below. With your DM's permission, these spells might be available to you even if they aren't on your class spell list.

Spells

Level	Spell	School	Classes
1st	*Aperture*	Enchantment	*All Classes*
1st	*Sleep with the Fishes*	Transmutation	*All Classes*
1st	*Sticky Fingers*	Transmutation	Artificer,* Bard, Ranger, Wizard
1st	*Strangle*	Transmutation	Bard, Ranger, Sorcerer, Warlock, Wizard
2nd	*Arcane Bombardment*	Abjuration	Wizard
2nd	*Case the Joint*	Divination	Bard, Ranger, Sorcerer, Warlock, Wizard
2nd	*Corpse Explosion*	Necromancy	*All Classes*
2nd	*Illuminated Blade*	Conjuration	Sorcerer, Warlock, Wizard
2nd	*Light 'Em Up*	Evocation	Artificer,* Ranger, Sorcerer, Warlock, Wizard
2nd	*Out of the Way*	Conjuration	Bard, Sorcerer, Wizard
2nd	*Witness Protection*	Illusion	Artificer,* Bard, Cleric, Wizard
2nd	*Wiretapping*	Divination	Artificer,* Wizard
3rd	*Inspect Echo*	Divination	Artificer,* Cleric, Wizard
3rd	*Structural Assault*	Evocation	Artificer,* Sorcerer, Warlock, Wizard
4th	*Dig Up the Body*	Necromancy	*All Classes*
5th	*Kitt Kanto's Incandescent Aria*	Enchantment	Bard, Sorcerer, Warlock
5th	*Security Bypass*	Transmutation	Artificer,* Bard, Ranger, Wizard
6th	*Hold for Ransom*	Abjuration	Cleric, Wizard

* This class option appears in *Tasha's Cauldron of Everything*.

Art (previous) by Pauline Voß @skadivore

Spell Descriptions

The spells are presented in alphabetical order.

Aperture

1st-level Enchantment (ritual)

Casting Time: 1 action
Range: Self
Components: S
Duration: Until dispelled

This spell captures and records information you receive by a divination spell (such as *divination*, *legend lore*, or *scrying*) and transforms it into a prophecy orb, a ball of glowing blue energy that depicts an illusory recreation of the knowledge recorded. The orb appears in an unoccupied space within 5 feet of you as a Tiny, weightless, semisolid object that can be held and carried. It is otherwise stationary.

Casting this spell while holding a prophecy orb allows you to instantly receive the information recorded. Casting *detect thoughts* on the orb has the same effect.

Arcane Bombardment

2nd-level Abjuration

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: 1 minute

Before the spell ends, when you cast a 2nd-level spell that targets only one creature and doesn't have a range of self, you can target a second creature in range with the same spell. When you do so, this spell immediately ends. To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell effects the next 3rd-level spell you cast before the spell ends that is eligible.

Case the Joint

2nd-level Divination

Casting Time: 1 action
Range: Touch
Components: V, S, M (a spyglass)
Duration: 1 minute

You touch a willing creature and grant it the ability to see into and through solid matter out to 30 feet for the duration. To the target, solid objects within that radius appear transparent and don't prevent light from passing through them. This vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances block the vision, as does a thin sheet of lead.

If you cast the spell two or more times before taking a long rest, you must succeed on a DC 15 Constitution saving throw or gain one level of exhaustion.

Corpse Explosion
2nd-level Necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You cause the corpse of a Medium or smaller creature you can see within range to explode. Each creature in a 10-foot radius sphere centered on the corpse must make a Dexterity saving throw. A target takes 4d6 fire damage on a failed save, or half as much damage on a successful one.

The corpse targeted by this spell and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. That creature can be restored to life only by means of a true resurrection or a wish spell.

Dig Up the Body
4th-level Necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a spade)
Duration: Concentration, up to 1 hour

Choose a corpse of a Medium or Small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as a capennan vampire. When the spell ends, the vampire spawn dies.

Roll initiative for the vampire, which has its own turns. When you summon it and on each of your turns thereafter, you can issue a verbal command to it (requiring no action on your part), telling it what it must do on its next turn. If you issue no command, it spends its turn attacking any creature within reach that has attacked it.

At the end of each of the vampire's turns, it makes a Charisma saving throw. On a failed save, the vampire continues to obey you. On a successful save, your control of the vampire ends for the rest of the duration, and the vampire spends its turns pursuing and attacking the nearest non-vampires to the best of its ability. If you stop concentrating on the spell before it reaches its full duration, an uncontrolled vampire doesn't die for 1d6 rounds if it still has hit points.

Hold for Ransom
6th-level Abjuration

Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (a ransom note)
Duration: Concentration, until dispelled

A cube of thin light beams springs into existence in a 5-foot radius around a creature you can see within range. When the cube appears, each creature within its area must succeed on a Dexterity saving throw or be caught inside it.

Creatures can't physically pass through the cube's walls, but objects can be carefully maneuvered past the light beams. The walls of the cube are immune to all damage, but spells can pass into the cube's area, and the cube can be targeted by *dispel magic* or similar magic.

Illuminated Blade
2nd-level Conjuration

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You summon twin daggers of solidified light in your hands. These magic daggers last until the spell ends. They count as simple melee weapons with which you are proficient. They deal 1d8 radiant damage on a hit and have the finesse, light, and thrown properties (range 20/60). In addition, the daggers shed bright light in 10-foot radius and dim light for an additional 10 feet.

If you drop one of the weapons or throw it, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause the dagger to reappear in your hand.

Inspect Echo
3rd-level Divination

Casting Time: 1 minute
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

This spell creates a translucent illusion of recent events in your vicinity, up to a 15-foot cube, going back a number of days equal to your Spellcasting modifier. For each minute you concentrate, the spell recreates one significant event, beginning with the most recent. Significant events typically involve powerful emotions, such as battles and betrayals, marriages and murders, births and funerals. However, they might also include more mundane events that are nevertheless important in your current situation.

Kitt Kanto's Incandescent Aria
5th-level Transmutation

Casting Time: 1 action
Range: Self (20-foot cube)
Components: V
Duration: Concentration, up to 1 minute

As part of the casting of this spell, you sing a high note. For the duration, you must use your bonus action on each of your turns to continue singing.

When you cast this spell, and when you use your bonus action to continue singing on your turn, each creature that can hear you in a 20-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 4d6 thunder damage. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

If you concentrate on this spell for the full duration, each creature in the spell's area that can hear you is magically transformed into a statue made of rose petals. While transformed, a creature is petrified. An unsecured nonmagical object that isn't being worn or carried is also transformed if it's in the spell's area. A *remove curse* or *greater restoration* spell cast on the target ends the transformation.

Light 'Em Up
2nd-level Evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You rapid fire blasts of arcane energy from your fingertips at a 10-foot cube you can see within range. Each creature in the area must make a Dexterity saving throw, taking 2d8 force damage on a failed save, or half as much on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot above 2nd.

Out of the Way
2nd-level Conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You magically twist space around another creature you can see within range. The target must succeed on a Dexterity saving throw (the target can choose to fail), or the target is teleported to an unoccupied space of your choice that you can see within range.

At Higher Levels. When you cast this spell using a spell slot of 3rd level, the range of the spell increases to 90 feet. If you cast it using a spell slot of 4th level or higher, the range increases to 120 feet.

Security Bypass
5th-level Transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

You become incorporeal for the duration. You gain the following benefits until the spell ends:

- You can move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn inside an object.
- You have advantage on Dexterity (Stealth) and Dexterity (Sleight of Hand) checks.
- You have resistance to acid, fire, lightning, and thunder damage, and to nonmagical bludgeoning, piercing, and slashing damage.
- You have advantage on saving throws you make to avoid or end the grappled, paralyzed, petrified, prone, and restrained conditions on yourself.
- You are immune to poison damage and the poisoned condition.

Sleep with the Fishes
1st-level Transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a length of string and stone)
Duration: Concentration, up to 1 minute

One creature you can see within range must succeed on a Constitution saving throw or become cursed for the duration. While cursed, the target loses the ability to swim and can't benefit from a swim speed, and their weight is doubled. If submerged in liquid—such as water, mud, or snow—the target sinks at a rate of 60 feet per round.

Sticky Fingers
1st-level Transmutation

Casting Time: 1 action
Range: 60 feet
Components: S
Duration: Instantaneous

Choose one object you can see within range weighing no more than 10 pounds. If the object isn't being worn or carried, you automatically move it up to 30 feet toward you. If the object is worn or carried by a creature, you must make an ability check with your spellcasting ability contested by that creature's Strength check. If you succeed, you pull the object away from that creature and can move it up to 30 feet toward you.

Strangle
1st-level Transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

Choose one object you can see within range around a creature's neck, such as a necklace, scarf, or bowtie. The creature wearing the object must succeed on a Strength or Dexterity saving throw (its choice) or the object you target compresses the target's neck for the duration. Until the spell ends, the creature wearing the object can't breathe or speak. If you are hidden from the creature wearing the object when you cast this spell, a creature that fails its save starts suffocating as if it ran out of air.

At the end of its turn, a creature can repeat the Strength or Dexterity saving throw, ending the spell on a success.

Structural Assault
3rd-level Evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a hammer)
Duration: Instantaneous

You fire a beam of arcane energy at a nonmagical object or structure you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 8d12 force damage.

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Wiretapping

2nd-level Divination

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a copper wire and a pair of pliers)
Duration: Concentration, up to 1 minute

You choose a telephone or similar communications device you can see within range and mystically tap into its workings. Until the spell ends, when the device is used to communicate with another creature, you can hear the communications in your mind. You can hear the voices of communicating creatures and recognize them if you have met them before. This spell doesn't translate languages or decode secret messages.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, the duration is concentration, up to 10 minutes. If you use a spell slot of 4th level or higher, the duration is 8 hours. If you use a spell slot of 5th level or higher, the duration is 24 hours. If you use a 7th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 4th level or higher grants a duration that doesn't require concentration.

Witness Protection

2nd-level Illusion

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

You make one creature you touch look and sound different until the spell ends. This spell affects the target's appearance and voice, but not its clothing, armor, weapons, or other belongings on its person. The target can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change the target's body type, so the target must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to the target's outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel the target's head and hair. If you use this spell to cause the target to appear thinner than they are, the hand of someone who reaches out to touch them would bump into them while it was seemingly still in midair.

To discern that the target is disguised, a creature can use its action to inspect the target's appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

If you concentrate on this spell for the entire possible duration, the illusion becomes permanent. A *remove curse* spell ends this effect.

TREASURES

Magic Items

Art (previous) by Caroline Gariba
@carolinegariba

This section presents some magic items that can be found in New Capenna. Some of these items, along with a few from the *Dungeon Master's Guide* (DMG) and *Tasha's Cauldron of Everything* (TCE), can be purchased in the city using the prices in the Magic Items for Sale table.

Magic Items for Sale

Item	Rarity	Cost
Arc Spitter	Uncommon	350gp
Brass Knuckles	Common	30gp
Ceremonial Groundbreaker	Uncommon	300gp
Jackhammer	Uncommon	350gp
Potion of Halo	Uncommon	400gp
Quick-draw Dagger	Uncommon	250gp
Telephone	Common	40gp

Arc Spitter

Wondrous item, uncommon (requires attunement)

The arc spitter is a Riveteers-made weapon that casts electricity.

The arc spitter has 10 charges. You can expend a charge as an action and can cause the arc spitter to project electric arcs in a 10-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save, or half as much damage on a successful one.

The arc spitter runs on halo. A *potion of halo* can be poured into the arc spitter to restore all its charges.

Brass Knuckles

Wondrous item, common

While wearing brass knuckles, your unarmed strikes deal 1d6 + your Strength modifier bludgeoning damage, instead of the bludgeoning damage normal for an unarmed strike.

Ceremonial Groundbreaker

Wondrous item, uncommon

The ceremonial groundbreaker is a shovel imbued with magic from the ritual and tradition of New Capennan construction.

When you use this magic shovel as an improvised weapon, you can treat it as a greatclub, and you have a +1 bonus to attack and damage rolls made with it.

As an action while holding this magic shovel, you can touch an area of loose dirt on the ground that can fit within a 5-foot cube and manipulate it in one of the following ways:

- You instantaneously excavate the area of dirt and deposit it at another point within 5 feet of you.
- You cause the area to become difficult terrain, or normal terrain if it is already difficult terrain, for 1 hour.

Jackhammer

Wondrous item, uncommon (requires attunement)

A jackhammer is most often used by sawjacks and wrecking crews to quickly chisel through concrete and stone.

The jackhammer has 10 charges. You can expend a charge as an action and use the jackhammer to make a melee weapon attack against a creature or object within 5 feet of you. If you have proficiency with mason's tools, you may add your proficiency bonus to the attack roll. On a hit, the jackhammer deals 2d8 damage to a creature, or 4d8 damage to an object or structure. If the jackhammer has no charges left, it can be used as an improvised weapon that deals 1d8 bludgeoning damage on a hit.

The jackhammer runs on halo. A *potion of halo* can be poured into the jackhammer to restore all its charges.

Luxior, Giada's Gift

Weapon (longsword), artifact (requires attunement)

This magic longsword is infused with halo and was owned by the planeswalker Elspeth. It was transformed from a greatsword into its current form by the ascension of the angel Giada, who gave her life to awaken the sleeping angels of New Capenna.

Magic Weapon. You gain a +3 bonus to attack and damage rolls made with this magic sword. In addition, the sword functions as a pearl of power.

Holy Light. The sword sheds bright light in a 5-foot radius and dim light for an additional 5 feet. Fiends find the sword's light disconcerting and painful, even if they can't see it, and have disadvantage on attack rolls and saving throws made within the sword's radius of bright light. In addition, you have advantage on attack rolls against fiends in the sword's radius of bright light.

Spells. While the sword is on your person, you can use an action to cast one of the following spells from it: *cure wounds*, *greater restoration*, or *lesser restoration*. Once you use the sword to cast a spell, you can't cast that spell from it again until the next dawn.

Potion of Halo

Potion, uncommon

When you drink this potion, your exhaustion level is reduced by one, and you gain one of the following effects of your choice:

- For 1 minute, you have advantage on Wisdom-based ability checks, Strength-based ability checks, Strength-based attack rolls, and Strength saving throws.
- You regain one expended spell slot. If the expended slot was of 4th level or higher, the new slot is 3rd level.

Quick-draw Dagger

Weapon (dagger), uncommon

You can draw a quick-draw dagger on your turn without taking the Use an Object action, even if you have already interacted with another object on your turn. In addition, you can make one attack with it as a bonus action on each of your turns.

Shadow Generator

Wondrous item, very rare (requires attunement)

While holding the pocket-sized generator, you can use an action to cause shadows to wreathe your body. While you are wreathed in shadows, you become heavily obscured to others as long as you are in bright light, and you become invisible to others as long as you are in dim light or darkness. Anything you are wearing or carrying is obscured or rendered invisible with you. You remain wreathed in shadows until you attack or cast a spell or until you use an action to end the effect.

Telephone

Wondrous item, common

A telephone is a modern communication device, consisting of a rotary dial and a earpiece/mouthpiece connected by a cable. Most telephones are stationary, but modern magic allows for some telephones to be portable, carried in a small handbag. Each telephone has a unique number sequence used to contact it.

Make a Call. You can use your action while holding the telephone to dial another telephone whose number sequence you know. The target telephone rings loudly. Another creature can use its action to pick up the earpiece of the target telephone and receive the call, which ends the ringing sound and connects the two telephones until either creature uses their action to end the call. While the telephones are connected, the two creatures can communicate with each other verbally as though they were next to each other.

Art by Evyn Fong
@evynfong

Vehicles

This section provides rules, descriptions, and stat blocks for vehicles found in New Capenna.

Controlling a Vehicle

Each vehicle comes with a key to access the doors. If you have the key, you can open the vehicle doors as easily as any other door. Other creatures can open the vehicle doors as an action with a successful DC 25 Dexterity check using thieves' tools. A *knock* spell cast on the vehicle doors also opens it until the start of the caster's next turn.

A creature can enter or exit the vehicle by spending 10 feet of movement. Those inside the vehicle have three-quarters cover from effects originating outside it. The windows within it allow creatures to see outside without obstruction.

You can control the vehicle from the driver's seat. During your turn, you can move the vehicle up to its speed (no action required). Only one creature can occupy the driver's seat at a time. A creature not occupying the driver's seat is either in a passenger seat or clinging to the outside of the vehicle.

Vehicle Proficiency

If you have proficiency with a certain kind of vehicle (land or water), you can add your proficiency bonus to any check you make to control that kind of vehicle in difficult circumstances, and to any saving throw your vehicle is forced to make.

Antimagic Susceptibility

A vehicle is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the vehicle must make a Constitution saving throw against the caster's spell save DC. On a failed save, it becomes inoperable for 1 minute, or until a creature uses its action to restart the vehicle.

Crashing

The controller of a vehicle can run the vehicle into another object or a creature by moving the vehicle into the target's space and making a special attack roll (1d20 + the controller's proficiency bonus) against the target's Armor Class. If the attack roll hits, a crash occurs; otherwise, the target moves out of the vehicle's path, avoiding the crash. If the DM decides that a crash is unavoidable, no attack roll is necessary, and the crash occurs automatically.

When a vehicle crashes into something that could reasonably damage it, both the vehicle and the creature or object it struck take bludgeoning damage based on the size of the struck object, as shown in the Crash Damage table. The vehicle stops after crashing into a Gargantuan or immovable creature or object; otherwise, the vehicle can continue moving if it has any movement left, and whatever it struck moves to the nearest unoccupied space that isn't in the vehicle's path.

Crash Damage

Size	Crash Damage
Small	1d6
Medium	1d8
Large	4d8
Huge	8d8
Gargantuan	16d8

Fuel Variant

In New Capenna, vehicles run on halo. The following optional rule can restrict overuse or dependence on vehicles, or add a layer of complexity to city travel.

Each vehicle can travel 300 miles before running out of halo fuel. For smaller distances, deduct at least 1 mile from the vehicle's travel total. When a vehicle runs out of fuel, t is incapacitated until it is refueled. A *potion of halo* poured into the vehicle's tank restores 100 miles to its travel total.

Vehicle Stat Blocks

This section provides descriptions and stat blocks for a number of vehicles found in New Capenna. Please read the introduction of the *Monster Manual* to familiarize yourself with how to read a stat block before proceeding.

While vehicles have stat blocks like creatures, they are not intelligent creatures and do not act or move independently. Without a rider or pilot, a vehicle is an inert object. A vehicle's statistics function like those for creatures, with the following additional considerations.

Creature and Cargo Capactiy

Creature capacity describes how many creatures can ride the vehicle comfortably. More creatures can fit by squeezing or by clinging to the outside of the vehicle. Cargo capacity specifies how much cargo the vehicle can carry.

Ability Scores

Vehicles usually have a score of 0 in Intelligence, Wisdom, and Charisma. If a vehicle has a 0 in a score, it automatically fails any ability check or saving throw that uses that score.

Hit Points

If a vehicle drops to 0 hit points, it is inoperable until it is repaired. An inoperable vehicle is incapacitated and can't move. A character with proficiency in smith's tools or tinker's tools can restore 10 hit points to a damaged vehicle for each hour of work. If a vehicle becomes inoperable some other way, such as by a spell, a creature can restart the vehicle by using its action.

Art by Jake Murray
@jakemurray

Getaway Car

Huge Vehicle (Land)

Creature Capacity 4 Medium creatures
Cargo Capacity 500 lb.
Armor Class 20 (natural armor)
Hit Points 60
Speed 100 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	0 (-5)	0 (-5)	0 (-5)

Damage Immunities poison, psychic
Condition Immunities all conditions but incapacitated and invisible

Getaway. The controller of the vehicle has advantage on Dexterity (Stealth) checks made to hide the vehicle.

Quick Escape. The controller of the vehicle has advantage on initiative rolls.

Hoard Hauler

Huge Vehicle (Land)

Creature Capacity 4 Medium creatures
Cargo Capacity 2 tons
Armor Class 21 (natural armor)
Hit Points 150
Speed 100 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	0 (-5)	0 (-5)	0 (-5)

Damage Immunities poison, psychic
Condition Immunities all conditions but incapacitated and invisible

Bankbuster. The controller of the vehicle has advantage on attack rolls made to crash into objects and creatures.

Limousine

Huge Vehicle (Land)

Creature Capacity 8 Medium creatures
Cargo Capacity 100 lb.
Armor Class 19 (natural armor)
Hit Points 60
Speed 100 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	0 (-5)	0 (-5)	0 (-5)

Damage Immunities poison, psychic
Condition Immunities all conditions but incapacitated and invisible

Impressive. The controller of the vehicle has advantage on Charisma (Persuasion) and Charisma (Intimidation) checks.

THE STREETS

New Capenna is an urban infrastructure full of both crime and luxury. Everything in New Capenna revolves around the magical substance of Halo, distilled celestial essence. For a campaign set in New Capenna, this chapter provides more information on the technology, services, and locations found within the city's walls.

Currency

New Capenna still makes use of gold, silver, and copper coins; relics minted during the Kingdom Era that bear the faces of nobles long forgotten. However, the true currency in the city is Halo. Many individuals often convert their coins into liquid halo for ease of use. 4 ounces of halo, commonly referred to as a *potion of halo*, is worth 400gp.

Communication

It's quite often in New Capenna that someone needs to get a message or package across the vast cityscape. The crime families will use their own couriers for sensitive messages, but citizens can make use of private services to assist them.

With the advent of the telephone, the Riveteers have constructed a number of public telephone booths throughout the city. On the other end, the Obscura offer to help procure information by communicating with the dead, dreams, and beyond.

The Communication Services table shows typical prices.

Communication Services

Service	Cost
Courier	5gp
Contact Other Plane	200gp
Dream	150gp
Illusory Script	15gp
Legend Lore	125gp
Mail (Letter)	5sp
Mail (Package)	1gp
Speak with Dead	75gp
Telephone Booth	50gp per minute
Translation	2cp per word

Security

The city is a dangerous place. The Brokers crime family facilitates security services for the citizens of the city, though the other families often forewarn parties not to sign any contracts they haven't thoroughly read. The Capennan Services table shows typical prices.

Art (previous) by Matteo Bassini @matteobassini

Security Services

Service	Cost
Alarm	25gp
Arcane Lock	50gp
Bodyguard	
Guard	1gp per day
Security Rhox	10gp per day
Glyph of Warding	100gp
Private Sanctum	125gp

Transportation

New Capenna is an enormous city, and often its denizens need a quick way to get from one place to another. The Transportation Services lists prices for common services in the city.

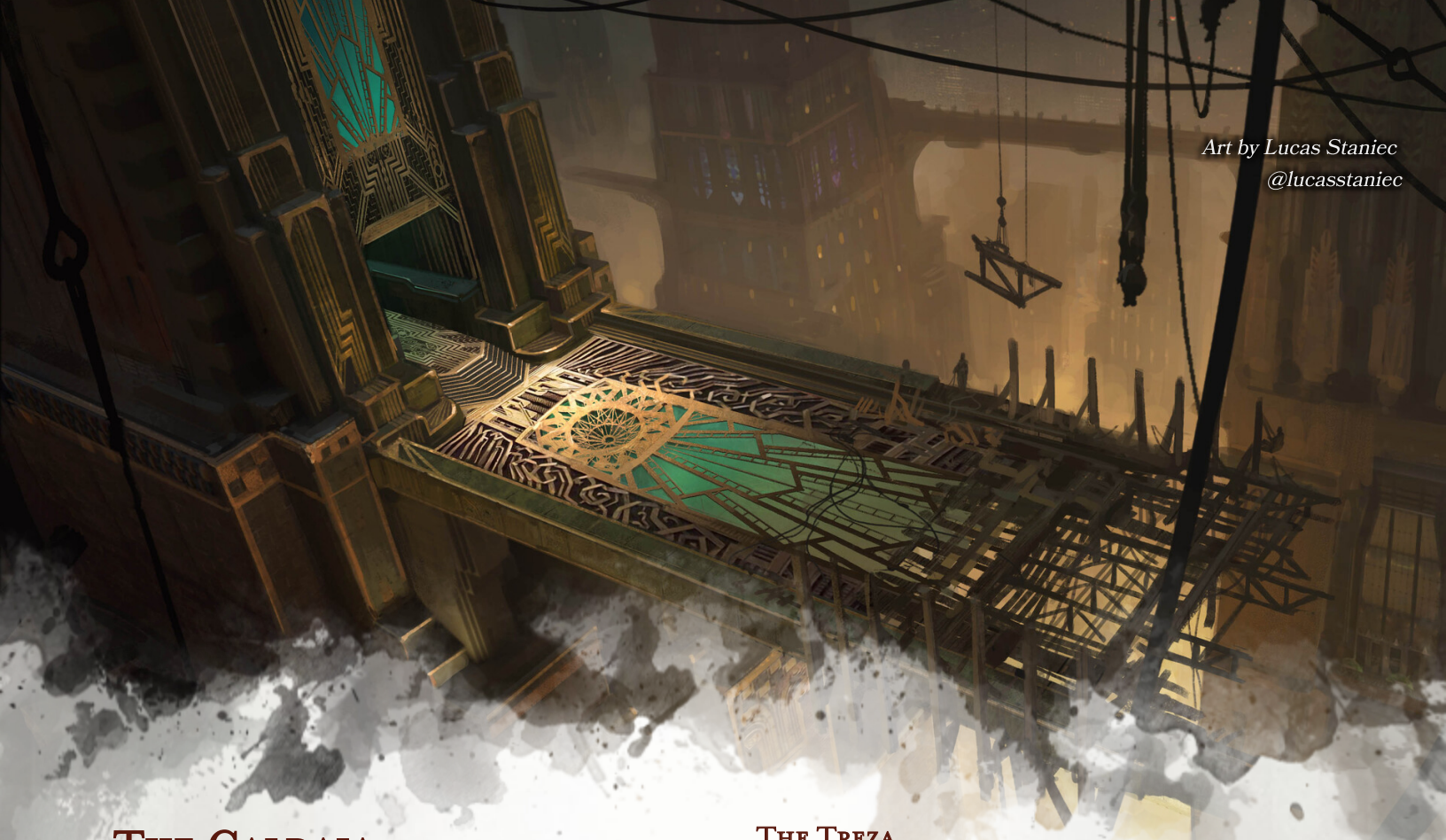
Capenna Express

The Capenna Express is a train service that runs through the city, and denizens can hop a ride aboard it for 5gp per stop. The table below shows the stops the train makes throughout the city.

Stop	Station
1	Lower Bassomer Station (Caldaia)
2	Upper Bassomer Station (Mezzio)
3	Mezzio Station (Mezzio)
4	Cloudponte Bridge Station (Mezzio)
5	Crossponte Bridge Station (Park Heights)

Transportation Services

Service	Cost
Capenna Express	5gp per stop
Mounts	
Pegasus	2,000gp
Taxi Cab	
Within a district	1cp
Between levels	5sp
Teleportation circle	100gp
Vehicles	
Getaway Car (Purchase)	4,000gp
Getaway Car (Rental)	40gp per day
Limousine (Purchase)	6,000gp
Limousine (Rental)	60gp per day



Art by Lucas Staniec
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The Caldaia

The Caldaia is the bottommost borough of New Capenna, the industrial heart of the city full of factories, warehouses, and titanic infrastructure. Though the Caldaia might lack the glamor of Park Heights or the cutthroat striving of the Mezzio, it is animated by purpose, grit, and gumption. Without the laborers of the Caldaia, united and organized by the Riveteers, New Capenna would grind to a halt.

The Caldaia is home to a diverse population of humans, devils, viashino, and rhox, living and working together in the row houses and factories there, or riding the city's elevators up to build the chrome towers of the Mezzio and Park Heights. It was given a utilitarian redesign by Ziatora and the Riveteers.

The Dome

The city of New Capenna is encased in a dome of diffuse halo. This barrier that the builders had left behind remains, a last bastion of hope against a great, now forgotten evil. Outside the city, the plane is desolate and devoid of life.

Port District

Within the Caldaia is a large lake around which the Port District is built; a crowded grouping of warehouses, docks, and industrial plants.

The Treza

Beneath one of the inconspicuous warehouses of the Port District lies the Treza, a cavernous lair where the demon-dragon **Ziatora** lounges and manages the Riveteers's crime family. The Treza serves as a red dragon's lair for Ziatora (lairs and their effects appear in the *Monster Manual*).

Inside this massive space, Ziatora has had her Riveteers build a monument to her own glory, shaping its iron beams and balconies into draconic shapes. High ceilings and channels of molten metals define the interior of the space, crossing over floors of dark glass. Within is *Ziatora's Proving Ground*, an infamous boxing ring used by the family.

Beneath even the Treza lies Ziatora's *Dracotreasury*, a massive vault full of gold, halo, and Kingdom Era treasures. The vault is protected by toxic gases piped in from the Caldaia's industrial plants. Each creature that isn't a Dragon or Viashino that starts its turn in the Dracotreasury must make a DC 20 Constitution saving throw, taking 33 (6d10) poison damage on a failed save, or half as much damage on a successful one.

The Verts

The Verts are the apartment district in the Caldaia. They are a fortress-like row of apartment buildings here, with lower class apartments found near the basements of the city.

Bassomer Bridge

Bassomer Bridge connects the Caldaia to the Mezzio, and is constantly busy with vehicles. The Capenna Express stops here at *Lower Bassomer Station* and connects to *Upper Bassomer Station* in the Mezzio.

The Mezzio

The Mezzio is the vibrant, striving, densely populated, and largest borough of New Capenna, and forms the city's cultural heart. The middle layer of the city, the Mezzio never sleeps. Whether it's commuter traffic up from the Caldaia or back down from Park Heights, the streets of the Mezzio are always busy, always humming with life, promise, and people. The Mezzio is hustle and bustle, never asleep; there's always something to do, someone to see, somewhere to go, with interesting food, music, a show, a scene. It contains shoeshiners, open markets, fortune tellers, dance halls, and a number of Cabaretti-run lounges.

Art by Sam Burley
@samburley

Bassomer Bridge

Bassomer Bridge connects the Caldaia to the Mezzio. The Capenna Express stops here at *Upper Bassomer Station*.

Central District

In the center of the Mezzio is the Central District, a bustling network of various venues. The Capenna Express stops here at *Mezzio Station* in Mezzio Square.

Nido Sanctuary

Nido Sanctuary is a bright, clean, and well-appointed office complex in the heart of the borough, with readily accessible law offices and defense firms open to the public at all hours. It is the headquarters of Broker's crime family and their boss, **Falco Spara**. The Sanctuary's off-limits areas house training areas, armories, and dormitories for solicitors and new recruits.

The Vantoleone

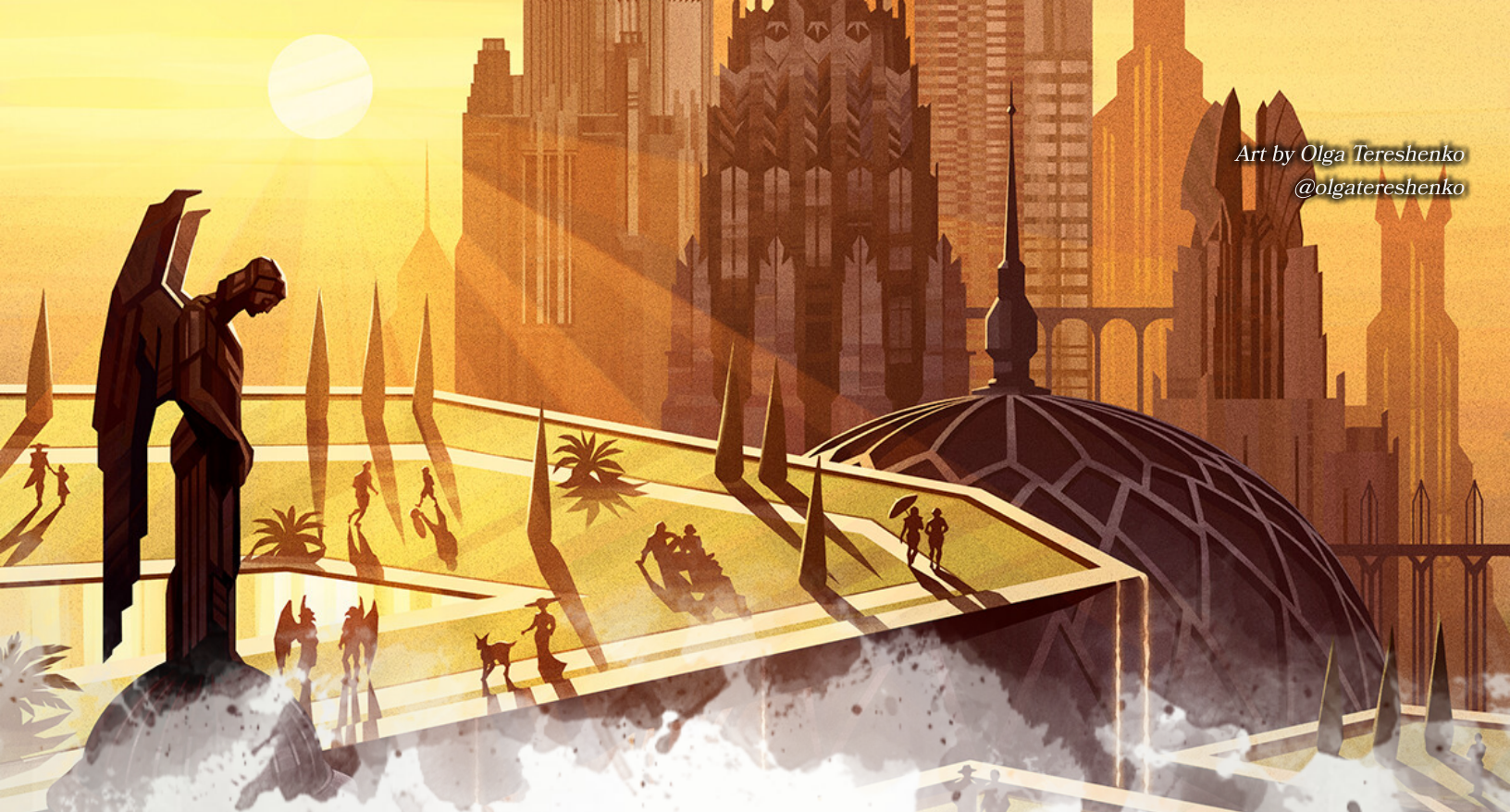
The Vantoleone is a sprawling leisure and entertainment complex where the party is quite literally never ending. It is the headquarters and primary cabaret of **Jinnie Fay** and the Cabaretti crime family. The *Red Room* is a popular stage for Cabaretti performers, while the *Rose Room* is the Vantoleone's most exclusive lounge, off-limits to all but high-ranking Cabaretti officers and the trendiest stars.

Other Locations

Other notable locations in the Mezzio include *Angel's Breath*, a small Cabaretti bar on the lower west side of town, the Obscura-owned *Kallock Library*, the *Mezzio Cleaners*, a launderer building with six sections: one for each of the families and one for the general populous, and *King's Street & Butchers*, a popular street corner where theater troupes perform.

Cloudponte Bridge

Cloutponte Bridge is a rising bridge that connects the Mezzio to Park Heights. The Capenna Express stops here at *Cloudponte Bridge Station* and connects to *Crossponte Bridge Station* in Park Heights.



Art by Olga Tereshenko
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Park Heights

Park Heights is the airy uppermost borough of New Capenna where buildings glitter in chrome, gold, glass, and steel, scraping the sky and arcing above the clouds. The least densely populated borough of the city, Park Heights hosts opera houses, orchestra halls, members-only clubs, venues, shops, parks, estates, and gardens; anything exclusive, anything opulent, anything that citizens of the Caldaia and Mezzio think frivolous—but secretly desire—one can find in this borough of the city. It is a beautiful place, with rolling green parks, trees, public terraced gardens, aeries, waterscapes, fauna, and terraced gardens and the only borough where one can look up and see nothing but sky.

Crossponte Bridge

Crossponte Bridge connects Park Heights to the Mezzio. The Capenna Express stops here at *Crossponte Bridge Station*.

In the *Upper Bridge Plaza*, two blocks from the station, one can find the famous *Herculaneum Candy Shop*. This candy shop is owned by the devil **Henzie "toolbox" Torre**. It sells stained-glass and beetle-shell sugar candy, twizzle sticks, Halo-infused lollipops, and bittersweet horehound candy drops. The toolbox himself has a reputation of being a thief for hire.

Ferara Park

Ferara Park is the central feature of Park Heights, and the park that gave the borough its name. The city fathers commissioned landscape here that emulated the elysian acres of Old Capenna, including a **kraken** they imported and installed in the park's central lake.

Cloud Spire

The Cloud Spire is a seemingly inaccessible skyscraper that serves as the main Obscura stronghold and sanctum of the family's boss, **Raffine**. In its uppermost observation decks, Raffine keeps her office amidst the Obscura's most sensitive, powerful instruments of augury and surveillance: the air itself is full of whispers and ghostly images, a real-time feed of the city fed to Raffine by her field agents.

The *Interfactorium* is contained in the lower levels of the Cloud Spire, where Obscura agents plot and scheme using scale maps of the entire city and a temporal-prophetic library of histories and potential futures.

Museum of Old Capenna

This museum serves as the headquarters of the Maestros crime family, and their boss Anhelo serves as its cheif curator. It contains a vast library holding a million volumes on display, as well as miles of hidden passages beneath. At the museum, one can wander through the warm, clean halls of New Capenna's history, viewing art, sculptures, and artifacts from the Kingdom Era, the city's early history, and even some contemporary pieces. Halo smoking is not allowed inside the building. The *Shadow Hostel* is an opulent safehouse within the museum containing *Xander's Lounge*, where assassins gather to trade secrets and contracts. Also within the museum is *Xander's Vault*, a private collection of artifacts, weapons, mementos, and art from before the city's founding.

Other Locations

Other notable locations in Park Heights include *Mergino Fountain*, a calm area of the city with orderly rows of palm-leaved bushes and winged architecture, the *Grand Opera House*, and the *Grand Capenna Hall*.

THE FAMILIES

Art (previous) by Benjamin Ee
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Art by Dallas Williams
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Brokers

Law as other planes know it — a crown or government and a police force, with hard rules and penalties for those who break them — does not exist in New Capenna. The Brokers are the next best thing; a demonic law firm that secretly believes a doomsday prophecy that when the halo dries up, New Capenna will fail. They maintain public law offices where they handle mundane matters like property disputes and physical grievances. But their aggressive solicitors have a dubious reputation for being everywhere and showing up at every crisis in the city.

The Brokers are led by the demon-aven **Falco Spara**, the originator of the Brokers's contract-weaving abilities. The Brokers's headquarters is Nido Sanctuary, a lavish office in the central district of the Mezzio.

The Brokers are servants first, agents of the upper crust's upper crust, and bruisers comfortable on the underside of the barrel—the armor on their suits is there for a reason. Practicing a unique style of contract magic invented by their founder, the Brokers offer their services at no upfront cost to those in desperate need.

Brokers Contracts

Characters who find themselves in need of help might be approached by the Brokers, who will offer their service in exchange for signing a a glowing magical contract.

The Brokers provide protection in the form of agents or high level protective spells. In exchange, the Brokers always ask for the same thing—a favor to be collected later. This favor might take the form of recruiting Capennans into the Brokers, fighting alongside them, or helping them steal valuables and information from the other families.

If at any point in the future the character refuses to uphold their part of the deal, Falco Spara is magically alerted, and will send his agents to enact punitive vengeance.

Some Brokers' contract can erase their victims' memories of events until the Brokers' require the victim's services; causing the Brokers to have an untold number of sleeper agents throughout the city.

If your campaign uses the optional Renown rules found in the *Dungeon Master's Guide*, accepting a Brokers contract increases a character's renown within the Brokers by 2. Falco Spara does not tolerate insurrection; breaching a Brokers contract immediately drops a character's renown within the Brokers to 0.

Art by Kari Christensen
@karichristensen

Cabaretti

Raised from the druids and bards of Old Capenna, the Cabaretti are the engine that fuels New Capenna's celebrations, festivals, and parties, dictating both pop culture and the trends that move the city's elite. Opulent revelers, the Cabaretti run dance halls, concert venues, and the finest restaurants up and down the city's boroughs. They are the glitterati of the city and everyone wants to be invited to their feasts and dance halls. They use ancient magic to sway the opinion of the masses and keep the halo flowing.

The Cabaretti are officially managed by the demon-cat **Jetmir**, but he hasn't been seen pubically since the Adversary War. His adopted daughter **Jinnie Fay** manages the family in his stead. In New Capenna, the Cabaretti deal in favors, culture, and coin. Their parties and influencers dictate who is "in" and who is "out," which restaurants and venues succeed and which fail, whose music is played at bandstands and whose records wind up in a Caldaia dumpster. If you want to make it in New Capenna as a star or tycoon, you'll have to find a way to pay your dues to the Cabaretti first.

Cabaretti Greenlight

A character with the Artisan, Caterer, or Musician background might eventually draw the attention of the Cabaretti family. If this happens, the Cabaretti will offer to back the character's art in exchange for paying dues to the Cabaretti.

The Cabaretti can ensure the character maintains a favorable standing with the city's elite; such NPCs regard the character as a friendly acquaintance. The Cabaretti can also give the player a venue, allowing that character to Run a Business as a Downtime Activity during the campaign, using the maintenance costs for a Shop. The rules for running a business as a downtime activity appear in the *Dungeon Master's Guide*. In exchange, the character must pay the Cabaretti half of any profits earned and an additional 5gp per month.

If a character refuses or misses their payments, the Cabaretti will sow ill rumors about the character among the city's elite; such NPCs regard the character as indifferent or hostile.

If your campaign uses the optional Renown rules found in the *Dungeon Master's Guide*, attending parties and engaing in revelry increases a character's renown within the Cabaretti by 1. Refusing a Cabaretti offer reduces the character's renown within both the Cabaretti and another crime family by 2.

Art by Artur Treffner
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Maestros

Once the aristocracy of Old Capenna, the Maestros of New Capenna are master assassins with a code: be precise, be professional, and be thorough. They think of themselves as artists and critics. Paintings, sculptures, or performances, the Maestros are avid collectors always in search of the next big thing while, at the same time, quietly working to curate New Capenna's past, keeping the secrets of Old Capenna hidden in their museum archives and vaults.

They maintain a public front as an upscale organization of art aficionados with the goal of preserving the art and culture of Old Capenna. Beneath this polished veneer, they are a shadowy organization of elite assassins focused on maintaining power, influence and wealth. Though their organization is composed of killers, each member considers themself an artist at heart. Members who have yet to perform a contract killing are known as "cleanblades," and are often desperate to prove their loyalty and move up in rank.

The Maestros are New Capenna's premier assassins, vampiric professional killers who see a contract not just as business but as a chance to perform. They are led by **Anhelo**. They maintain a warped and self-serving view of their work: they are saviors of the city, philanthropists beyond compare, and are ruthless in their pursuit of the fame and cultural cache that they believe they deserve. They will kill without a thought or moment of regret if it means achieving their goals.

Contract Killings

A character who proves themselves to be unafraid of bloodshed to achieve their goals might draw the attention of the Maestros family during the campaign. The Maestros will, under the guise of preserving art and culture, attempt to recruit such a character into their family.

Maestros members are often asked to perform contract killings on various influential individuals throughout New Capenna, with rewards in gold or halo varying by the difficulty of the job.

Alternatively, a villain or crime family might hire a Maestros **assassin** or **capennan vampire** to assassinate one or more members of the party.

If your campaign uses the optional Renown rules found in the *Dungeon Master's Guide*, completing a Maestros assassination contract increases a character's renown within the Maestros by 2. The Maestros enjoy their secrecy; any action that publicly exposes the fammily's true nature reduces a character's renown with the Maestros by 2.

Vampirism

The Maestros don't turn every initiate, but they often entice prospective family members with the offer of immortality through vampirism. If a character accepts this offer, they can drink the blood of a willing vampire, and are transformed.

A character who is transformed into a vampire was once a member of another race, but now possesses only a Vampire's racial traits. The character can still appear as they once were, but their physical and magical capabilities have changed.

Obscura

The Obscura are talented wizards and mystics who use their power to deceive and blackmail, using distractions, illusions, and hidden mechanisms. They orchestrate scenarios and manipulate outcomes to their benefit. They deal in prophecy, fortune telling, and esoteric communion with dreams and the realm of the dead. If an event happens in the city, the Obscura will have predicted it, captured it with their signature aperture magic, and filed it away in their archives. They endeavor to maintain a façade of normalcy in their everyday lives which allows them to run their schemes without disruption.

The Obscura are led by **Raffine**, a sphinx-demon from Old Capenna prone to portentous visions of the future. The Obscura work to keep balance between the five families; if they can't conquer the city by sheer muscle, they can at least command the flow of information in New Capenna by running cons, blackmailing powerful adversaries, rumormongering, grifting, and laundering reputations.

Manipulating Events

The Obscura are often attempting to manipulate events through convoluted mechanisms involving divination. Their agents might appear at any point in the campaign attempting to stop or help the party, foreseeing how their actions will affect the future.

Characters who are seeking information will often cross paths with Obscura. Aside from offering powerful spells like *Contact Other Plane* and *Legend Lore*, the Obscura will be ready to offer secrets about powerful people in the city—for a price. The Obscura are always seeking more information and might offer to help the party in exchange for their own secrets, or assistance in causing certain events to come to pass in a way that benefits the Obscura.

Assisting the Obscura might involve seemingly random actions at random events, all interconnected by an unseen web of fate. If your campaign uses the optional Renown rules found in the *Dungeon Master's Guide*, directly assisting the Obscura, or helping them to fulfill some prophecy, increases a character's renown within the Obscura by 2.

Art by Igor Krstic
@atar

Art by Igor Krstic
@atar

Riveteers

Hailing from the artisans that built the kingdoms of Old Capenna, the Riveteers are the major power of the Caldaia, the mortal builders of New Capenna, and the keepers of the largest stockpile of Halo in the city. They are a rowdy, action-first, move-fast-and-break-things crime family whose members are not afraid of fighting hammer and nail to accomplish their goals. Once a union of workers, the Riveteers still hold to many of the values that once organized them: loyalty, strength in numbers, and mutual support.

Managed by the steady claw of the demon-dragon **Ziatora**, the Riveteers' purview encompasses the whole of the city, even if they typically are only associated with its lower levels. No building goes up—or comes down—without the Riveteers' knowledge and expertise. Without them, the city falls. Spurred on by Ziatora's totalizing draconic vision, the Riveteers believe themselves heirs to a draconic heritage; they can take the city apart and build it anew, and they are unafraid to engage in this aggressive deconstruction and remaking, especially if the target of their efforts are their enemies.

Demolition Experts

Characters might encounter the Riveteers as the crime family attempts to construct a new building, or demolish one that's standing—even one that's occupied by the characters. The Riveteers often choose to demolish buildings just so they can be rebuilt in Ziatora's industrial style.

When the Riveteers demolish a structure, a creature within half the distance of the structure's height must make a DC 25 Dexterity saving throw. On a failed save, the creature takes 27 (5d10) bludgeoning damage, is knocked prone, and is trapped in the rubble. A trapped creature is restrained, requiring a successful DC 20 Strength (Athletics) check as an action to escape. Another creature within 5 feet of the buried creature can use its action to clear rubble and grant advantage on the check. If three creatures use their actions in this way, the check is an automatic success. On a successful save, the creature takes half as much damage and doesn't fall prone or become trapped.

If your campaign uses the optional Renown rules found in the *Dungeon Master's Guide*, helping the Riveteers demolish a structure increases a character's renown within the Riveteers by 2.

FRIENDS & FOES

THIS CHAPTER PROVIDES A NUMBER OF MONSTERS and NPCs who can be found in New Capenna. The creatures in this bestiary are organized alphabetically. The Capenna Creatures table below lists every creature in this chapter, along with that creature's type and challenge rating (CR).

Capenna Creatures

Creature	Creature Type	CR
Angel	Celestial	5
Anhelo*	Undead	15
Capennan Vampire	Undead	5
Chrome Cat	Construct	1/8
Dog	Beast	0
Dusk Mangler	Aberration	4
Faerie	Fey	1/4
Falco Spara*	Fiend	17
Fish	Beast	0
Goldhound	Construct	1/8
Halo Scarab	Construct	1/4
Hypnotist	Humanoid	5
Jetmir*	Fiend	13
Jinnie Fay*	Humanoid	12
Party Elemental	Elemental	5
Plasma Jockey	Humanoid	1
Psychic Pickpocket	Humanoid	1
Pugilist	Humanoid	6
Raffine*	Fiend	17
Security Rhox	Humanoid	3
Stage Magician	Humanoid	1/4
Titan of Industry	Elemental	23
Topiary Stomper	Plant	8
Urabrask	Monstrosity	19
Wrecking Crew	Humanoid	3
Ziatora*	Fiend	24

* This stat block is not yet available; please check back at a later date for updates to this book.

Art (previous) by Benjamin Ee
@theboyofcheese

Using a Stat Block

This chapter is a companion to the *Monster Manual* and adopts a similar presentation. If you are unfamiliar with the monster stat block format, please read the introduction of the *Monster Manual* before proceeding further. That book explains stat block terminology and gives rules for various monster traits, information which isn't repeated here.

Unusual Attacks and Magic

In this section you will find some weapons and spellcasting that function in atypical ways. These exceptions are features of a stat block and represent how a particular creature uses weapons and casts spells; these exceptions have no effect for how weapons and spells function for someone else.

Meeting Prerequisites

If a stat block contains the name of a class in the creature's name or in parentheses under the name, the creature is considered a member of that class for the purpose of meeting prerequisites for magic items.

Art by Ekaterina Burmak
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Angel

The angels are among the oldest creatures of the plane, manifestations of divine magic from the Kingdom Era. The angels and demons worked together to stave off a phyrexian incursion long ago, and the angels sacrificed themselves in the creation of the city, being sealed away as angelic statues throughout the city. With the ascension of Giada, the last angel, the angels have slowly begun to reawaken in a new home, the city New Capenna.

Angel

Medium Celestial, Any Alignment

Armor Class 11
Hit Points 66 (12d8 + 12)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	11 (+0)	+3 (Mod)	18 (+4)

Saving Throws Wis +6, Cha +7
Skills Investigation +3, Perception +6
Damage Resistances radiant
Senses passive Perception 16
Languages Common, Celestial
Challenge 5 (1,800 XP)
Proficiency Bonus +3

Flyby. The angel doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Actions

Multiattack. The angel makes two melee attacks. It also uses Angelic Blessing.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, plus 18 (4d8) radiant damage.

Angelic Blessing. The angel chooses up to three creatures it can see within 30 feet of it. Until the end of the angel's next turn, each target can add a d4 to its attack rolls and saving throws.

Spellcasting. The angel casts one of the following spells, using Charisma as the spellcasting ability.

2/day each: *cure wounds*, *lesser restoration*

Art by Julia Metzger
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Art by Mila Pesic
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Capennan Vampire

Vampires are undead creatures sired by the Maestros family, birthed from a demonic deal during the Kingdom Era. They are effectively immortal, and have a reputation for indulgence and hedonism. Vampires in New Capenna don't suffer many weaknesses, but don't cast reflections, and can be recognized by their lifeless eyes.

Capennan Vampire

Medium Undead, Any Alignment

Armor Class 15 (natural armor)
Hit Points 82 (11d8 + 33)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +6, Wis +3
Skills Perception +3, Stealth +6
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 5 (1,800 XP)
Proficiency Bonus +3

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point. If the vampire takes fire damage, this trait doesn't function at the start of the vampire's next turn.

Actions

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

Art by Joe Slucher
@joeslucher

Chrome Cat

Tiny Construct, Unaligned

Armor Class 12
Hit Points 10 (4d4)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Saving Throws Con +2
Skills Perception +3, Stealth +4
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, poisoned
Senses passive Perception 13
Languages —
Challenge 1/8 (25 XP)
Proficiency Bonus +2

Keen Smell. The cat has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Chrome Cat

The chrome cat is a halo-powered automaton, trusted for its durability and stealth abilities. They are found mostly in service to artificers and mages.

Chrome Cat Familiar

With the DM's permission, a warlock with the Pact of the Chain feature can choose a chrome cat as a special animal form when they cast the *find familiar* spell.

Art by David Gaillet
@davidgaillet

Dog

New Capenna is home to numerous breeds of dogs, distantly related to the wild wolves of the Kingdom Era. They are a favorite pet amongst the higher class of the city, along with **cats**.

Dog Companions

The dog is an eligible animal form for the *find familiar* spell, and is an eligible Ranger's Companion for a Beast Master ranger.

Dog

Small Beast, Unaligned

Armor Class 12
Hit Points 3 (1d6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 0 (0 or 10 XP)
Proficiency Bonus +2

Keen Hearing and Smell. The dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The dog has advantage on an attack roll against a creature if at least one of the dog's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage.

Dusk Mangler

Dusk manglers are terrifying creatures that lurk near "weak spots," places throughout the city of New Capenna that provide hidden access to the surface, such hidden tunnels, forgotten ladders, and gaps in the dome. They are violent and aggressive, and appear to be made of coalesced shadow. The story of the origin of these horrors is lost to the time of the Kingdom Era.

Dusk Mangler

Medium Aberration, Unaligned

Armor Class 14
Hit Points 44 (8d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	11 (+0)	12 (+1)	7 (-2)

Damage Vulnerabilities radiant
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities exhaustion, grappled, poisoned, restrained
Saving Throws Dex +6, Con +3
Skills Perception +3, Stealth +6
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 4 (1,100 XP)
Proficiency Bonus +2

Ambusher. The mangler has advantage on initiative rolls.

Sunlight Weakness. While in sunlight, the mangler has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Multiattack. The mangler makes two Claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, plus 7 (2d6) slashing damage if the attack roll has advantage.

Bonus Actions

Shadow Stealth. While in dim light or darkness, the mangler takes the Hide action.

Art by Antonio J. Manzanedo
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Art by Irina Nordsol
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Faerie

Faeries of New Capenna appear as small humanoids with pointed ears an wings, and have a reputation for being mischievous. They can sometimes appear metallic and constructed, perhaps a reflection of the progress of the city. They originate from outside the city, but frequently find their way within the walls and make themselves home; much to the chagrin of the city's denizens.

Faerie

Tiny Fey, Any Alignment

Armor Class 14
Hit Points 2 (1d4)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +8
Senses passive Perception 13
Languages Common, Druidic
Challenge 1/4 (50 XP)
Proficiency Bonus +2

Evasion. If the faerie is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the faerie instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Actions

Pinprick. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) piercing damage.

Spellcasting. The faerie casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 12):

At will: *color spray*, *illusory script*, *invisibility* (self only), *minor illusion*

Fish

New Capenna has a saying, "you'll be sleeping with the fishes." This is a euphemism describing drowning, a favorite method of murder for the crime families, and the inspiration for a deadly spell. While fish are often seen as little more than food, some individuals pay handsomely for exotic species of fish, keeping them in lavishly large aquariums that showcase the frivolous wealth of the owner.

Fish Companions

The fish is an eligible animal form for the *find familiar* spell, and is an eligible Ranger's Companion for a Beast Master ranger.

Fish

Tiny Beast, Unaligned

Armor Class 13
Hit Points 1 (1d4 - 1)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	9 (-1)	1 (-5)	7 (-2)	2 (-4)

Senses darkvision 60 ft., passive Perception 8
Languages —
Challenge 0 (0 or 10 XP)
Proficiency Bonus +2

Water Breathing. The fish can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Art by Stella Spente
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Art by Donato Giancola
@donatoarts

Goldhound

A goldhound is a halo-powered automaton, highly valued because it is made of gold. Many wealthy patrons would pay dearly to own such a construct and add to it their collection.

Goldhound Familiar

With the DM's permission, a warlock with the Pact of the Chain feature can choose a goldhound as a special animal form when they cast the *find familiar* spell.

Goldhound

Small Construct, Unaligned

Armor Class 12
Hit Points 9 (2d6 + 2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	8 (-1)

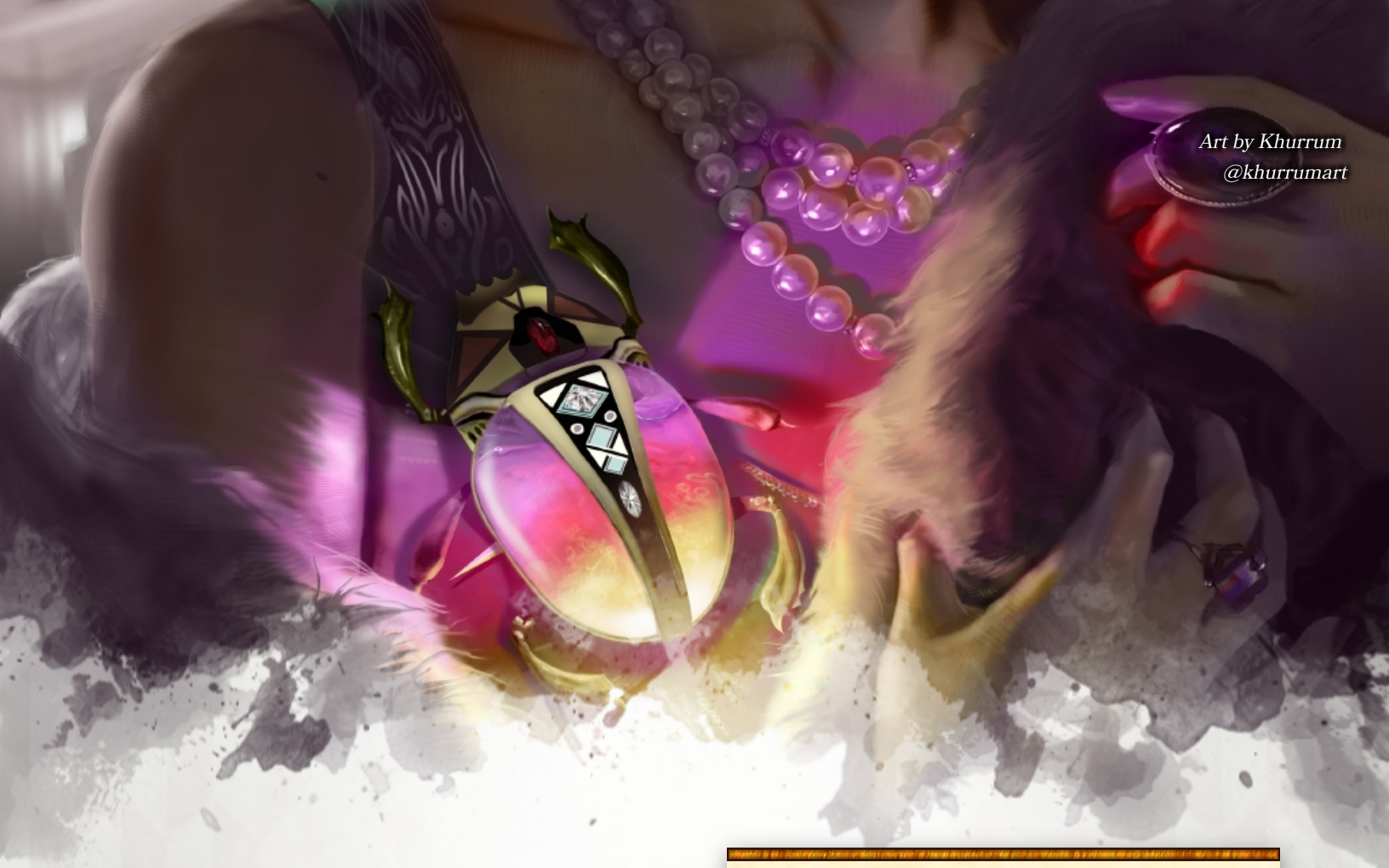
Skills Perception +3
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, psychic
Condition Immunities poisoned
Senses passive Perception 13
Languages —
Challenge 1/8 (25 XP)
Proficiency Bonus +2

Keen Hearing and Smell. The goldhound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The goldhound has advantage on an attack roll against a creature if at least one of the goldhound's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.



Art by Khurrum
@khurrumart

Halo Scarab

A halo scarab is a halo-powered automaton that doubles as a brooch. This expensive accessory pulses with the colors that best complement the wearer's outfit.

Familiar

With the DM's permission, a warlock with the Pact of the Chain feature can choose a halo scarab as a special animal form when they cast the *find familiar* spell.

Halo Scarab

Tiny Construct, Unaligned

Armor Class 13 (natural armor)
Hit Points 3 (1d4 + 1)
Speed 30 ft., burrow 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	13 (+1)	1 (-5)	12 (+1)	1 (-5)

Senses tremorsense 60 ft. (blind beyond this radius), passive Perception 11
Languages —
Challenge 1/4 (50 XP)
Proficiency Bonus +2

False Appearance. While the scarab remains motionless, it is indistinguishable from a brooch.

Spider Climb. The scarab can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Art by Josu Hernaiz
@Josuoh

Hypnotist

With a little bit of charisma and magic, certain swindlers have made a name of themselves as hypnotists, tricking and fooling citizens out of their coinpurses. They're usually not dumb enough to cross the families, and some are even so good at their craft that they find themselves being recruited.

Hypnotist

Medium Humanoid (Any Race), Any Alignment

Armor Class 15 (chain shirt)
Hit Points 49 (11d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	14 (+2)	10 (+0)	17 (+3)

Saving Throws Int +5, Cha +6
Skills Arcana +5, Deception +6, Persuasion +6
Senses passive Perception 10
Languages any three languages
Challenge 5 (1,800 XP)
Proficiency Bonus +3

Actions

Multiattack. The hypnotist makes three Psychic Burst attacks.

Psychic Burst. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 19 (3d10 + 3) psychic damage.

Spellcasting. The hypnotist casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 14):

At will: *friends*, *message*
2/day each: *charm person*, *hold person*, *invisibility*, *suggestion*, *tongues*

Reactions

Instinctive Charm (Recharge 4–6). When a visible creature within 30 feet of the hypnotist makes an attack roll against it, the hypnotist forces the attacker to make a DC 14 Wisdom saving throw. On a failed save, the attacker redirects the attack roll to the creature closest to it, other than the hypnotist or itself. If multiple eligible creatures are closest, the attacker chooses which one to target.

Party Elemental

Called "the life of the party" by revelers, a party elemental is a rare creature that springs to life during an especially raucous gathering, or summoned by a closely guarded Cabaretti ritual. The elemental engages in fun, but ultimately, that fun will devolve into violence; especially if anyone tries to stop the party.

Party Elemental

Large Elemental, Chaotic Neutral

Armor Class 17 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	5 (-3)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages Druidic
Challenge 5 (1,800 XP)
Proficiency Bonus +3

Form of Gold. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Revelry (Recharge 5-6). Each creature in the elemental's space must succeed on a DC 15 Wisdom saving throw or be charmed. While charmed in this way, the target idolizes the elemental and will take part in the elemental's revels. The charmed condition ends for the creature after 1 hour, if it takes any damage, or if the elemental attacks the target.

Art by Brian Valeza
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Art by Andrew Mar
@andrewkmar

Plasma Jockey

Plasma Jockeys are Riveteers specialists, using fire-throwing weapons to assist with the demolition of structures. They are also frequently employed by other families to assist as "cleaners," helping dispose of any evidence the families might not want being found out.

Plasma Jockey

Medium Humanoid (Any Race), Any Alignment

Armor Class 13 (chain shirt)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	17 (+3)	13 (+1)	10 (+0)	9 (-1)

Saving Throws Str +3, Con +5
Skills Athletics +3, Performance +4
Senses passive Perception 9
Languages Common
Challenge 1 (200 XP)
Proficiency Bonus +2

Actions

Multiattack. The jockey makes two Slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Plasma Spitter (Recharge 4–6). The jockey's weapon exhales flames. Each creature in a 15-foot cone must make a DC 13 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save, or half as much damage on a successful one.

Art by Chris Rallis
@chrisrallis

Psychic Pickpocket

Medium Humanoid (Any Race), Any Alignment

Armor Class 15 (studded leather)
Hit Points 36 (8d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	16 (+3)	11 (+0)	12 (+1)

Saving Throws Dex +5, Int +5
Skills Perception +2, Sleight of Hand +5, Stealth +5
Senses passive Perception 12
Languages Common
Challenge 1 (200 XP)
Proficiency Bonus +2

Evasion. If the pickpocket is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the pickpocket instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Actions

Psychic Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) psychic damage.

Spellcasting. The pickpocket casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 13):

At will: *aperture*,* *detect thoughts*, *mage hand*, *message*

* The *aperture* spell appears on page 26

Psychic Pickpocket

Thieves have no trouble finding employment in New Capenna, but sometimes the thing the crime families are looking to steal isn't physical—it's information. Psychic pickpockets practice psionic magic in order to pull and record secrets from people's minds. Many of these kinds of thieves can be found among the Obscura family, working from the shadows.

Art by Zara Alfonso
@zaraalfonso

Pugilist

Pugilists are fist-fighters who make coin and fame in bloodsport. New Capenna has a number of fight clubs, underground fight rings, and exhibition arenas where many come to spectate fighting events. Some of these fighters are so deadly, the Brokers ask them to register their hands as lethal weapons.

Pugilist

Medium Humanoid (Any Race), Any Alignment

Armor Class 15 (Unarmored Defense)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	13 (+1)	17 (+3)	11 (+0)

Saving Throws Dex +5, Con +5
Skills Athletics +7, Insight +6, Intimidation +3
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses passive Perception 13
Languages Common
Challenge 6 (2,300 XP)
Proficiency Bonus +3

Unarmored Defense. While the pugilist is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The pugilist makes two Unarmed Strike attacks.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

Bonus Actions

Brawler. The pugilist takes the Disarm, Grapple, or Shove action.

Reactions

Retaliating Strike. When a creature within 5 feet of the pugilist hits or misses the pugilist with a melee attack, the pugilist makes one Unarmed Strike attack against that creature.

Art by Randy Vargas
@vargasni

Security Rhox

Medium Humanoid (Rhox), Any Alignment

Armor Class 15 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	11 (+0)	12 (+1)	12 (+1)

Saving Throws Int +2
Skills Athletics +6, Insight +3, Intimidation +3, Perception +3
Senses passive Perception 13
Languages Common
Challenge 3 (700 XP)
Proficiency Bonus +2

Charge. If the rhox moves at least 30 feet straight toward a target and then hits it with a Horn attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

Firearms Knowledge. The rhox ignores the loading property of firearms.

Actions

Multiattack. The rhox makes two weapon attacks.

Pistol. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Horn. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Security Rhox

Rhox have a natural weapon in their horn and naturally thick skin, which makes them obvious choices for employment as bodyguards and security personnel throughout the city. Such rhox are also given training with halo-powered firearms, to ensure they can put down threats before a fight even breaks out.

Art by Greg Staples
@gregstaples

Stage Magician

Popular amongst the Cabaretti are the stage magicians; these performers attempt to bedazzle audiences with never-before-seen feats of magic. Sometimes it's a long-forgotten ritual, but other times, its a simple bit of spellcraft with smoke and mirrors.

Stage Magician

Medium Humanoid (Any Race), Any Alignment

Armor Class 13
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	10 (+0)	12 (+1)	11 (+0)	14 (+2)

Saving Throws Int +3, Cha +4
Skills Deception +4, Sleight of Hand +5, Stealth +5
Senses passive Perception 10
Languages Common
Challenge 1/4 (100 XP)
Proficiency Bonus +2

Escape Artist. The magician has advantage on ability checks made to escape a grapple or pick a lock.

Actions

Multiattack. The magician makes two Card Throw attacks.

Card Throw. *Ranged Weapon Attack:* +5 to hit, range 60 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Out of a Hat (1/day). The magician summons a swarm of ravens. The swarm appears in an unoccupied space within 5 feet of the magician, acting as an ally of the magician and obeying its spoken commands. The swarm remains for 1 hour, until the magician dies, or until the magician dismisses it as a bonus action.

Bonus Actions

Disappearing Act. The magician teleports to an unoccupied space within 30 feet of it, provided that both the space it's teleporting from and its destination are lightly or heavily obscured.

Art by Lucas Staniec
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Titan of Industry

This enormous elemental is a manifestation of the magic and ritual of industry and progress in New Capenna. The destruction it leaves in its wake is unintentional.

Titan of Industry

Gargantuan Elemental, Unaligned

Armor Class 20 (natural armor)
Hit Points 310 (20d20 + 100)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	20 (+5)	3 (-4)	11 (+0)	8 (-1)

Saving Throws Str +18, Con +13
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned
Senses passive Perception 10
Languages —
Challenge 23 (50,000 XP)
Proficiency Bonus +7

Immutable Form. The titan is immune to any spell or effect that would alter its form.

Legendary Resistance (3/Day). If the titan fails a saving throw, it can choose to succeed instead.

Magic Resistance. The titan has advantage on saving throws against spells and other magical effects.

Siege Monster. The titan deals double damage to objects and structures.

Towering Terror. Any enemy outside the titan that starts its turn within 30 feet of it must succeed on a DC 26 Wisdom saving throw or be frightened until the start of the enemy's next turn. If the enemy's saving throw is successful, it is immune to this titan's Towering Terror for the next 24 hours.

Actions

Multiattack. The titan makes three Slam attacks.

Slam. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 29 (3d12 + 10) bludgeoning damage, and the colossus can push the target up to 20 feet away from it.

Security Personnel (1/day). The titan summons 3d6 **security rhox** from within. The summoned creatures arrive in 1d4 rounds, acting as allies of the titan. The summoned creatures remain for 1 hour or until the titan dies.

Art by Zara Alfonso
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Topiary Stomper

A topiary stomper is a collection of plants from gardens or parks that has been given a semblance of life, believed to be the product of a long-forgotten druidic spell from times of old. The plants take the form of a large dinosaur.

A topiary stomper has the statistics of any dinosaur creature, with the following alterations:

- It's a Plant
- It has vulnerability to fire damage.
- It has resistance to bludgeoning and piercing damage
- It's immune to poison and psychic damage
- It's immune to the blinded, deafened, charmed, frightened, and poisoned conditions

Statistics for dinosaurs appear in the *Monster Manual* and *Mordenkainen Presents: Monsters of the Multiverse*.

Topiary Stomper (Tyrannosaurus Rex)

Huge Plant, Unaligned

Armor Class 13 (natural armor)
Hit Points 136 (13d12 + 52)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Damage Immunities poison, psychic
Condition Immunitites blinded, deafened, charmed, frightened, poisoned
Skills Perception +4
Senses passive Perception 14
Languages —
Challenge 8 (3,900 XP)
Proficiency Bonus +3

Actions

Multiattack. The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Art by Igor Kieryluk
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Urabrask

Large Monstrosity (Phyrexian), Chaotic Neutral

Armor Class 18 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	16 (+3)	14 (+2)	15 (+2)	12 (+1)

Saving Throws Dex +11, Wis +8
Skills Acrobatics +11, Stealth +11
Damage Resistances acid, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic
Senses darkvision 60 ft., passive Perception 12
Languages Common, Phyrexian
Challenge 19 (22,000 XP)
Proficiency Bonus +6

Ambusher. Urabrask has advantage on initiative rolls.

Evasion. If Urabrask is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, Urabrask instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Legendary Resistance (3/day). If Urabrask fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. Urabrask makes three Claw attacks.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) slashing damage, plus 7 (2d6) necrotic damage.

Bonus Actions

Cunning Action. Urabrask takes the Dash, Disengage, or Hide action.

Reactions

Uncanny Dodge. Urabrask halves the damage that it takes from an attack that hits it. Urabrask must be able to see the attacker.

Legendary Actions

Urabrask can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Urabrask regains spent legendary actions at the start of its turn.

Claws. Urabrask makes one attack with his Claws.

Cunning. Urabrask takes the Disengage or Hide action.

Art by Joshua Raphael
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Wrecking Crew

Employed by the Riveteers, wrecking crews are demolition experts, called in to assist with the destruction of buildings and other structures so they can be remade to Ziatora's specifications. Other families don't like this kind of work, so wrecking crews are always ready for a fight.

Wrecking Crew

Medium Humanoid (Any Race), Any Alignment

Armor Class 13 (leather armor)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	14 (+2)	10 (+0)	10 (+0)

Saving Throws Dex +4, Con +5
Skills Athletics +5, History +4
Senses passive Perception 10
Languages Common
Challenge 3 (700 XP)
Proficiency Bonus +2

Siege Expert. The crew deals double damage to objects and structures.

Actions

Multiattack. The crew makes three weapon attacks.

Wrecking Ball. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

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